Sprint 1 Plan

Pocket Modular
Team Medley
Monday, July 08, 2019
v1.0 (07/02)

- **Goal:**
    - Familiarize the team with JUCE and Pure Data.
    - Setup an Android Studio project using JUCE and Pure Data and push it to Github.

- **Tasks:**
    - As a user, responsive app with low latency.
        - Learn JUCE
        - Set up JUCE in Android Studio
        - Learn Pure Data
        - Add Pure Data layer on top of JUCE
          total: 16 h
    - As a musician, I want to be able to see what notes I am playing.
        - Design a piano roll (1 h)
        - Highlight notes onclick (1 h)
          total: 2 h
    - As a producer, I want to experiment with melody and chords to get inspired.
        - Add an onclick listener for each piano note that triggers a sound in JUCE (4 h
          : Prereq - must learn JUCE and how midi works)
          total: 8 h

- **Team roles:**
    - Shlok Gharia: Product Owner, Developer
    - Cassidy Norfleet: Scrum Master, Developer
    - Giancarlo Tomasello: Developer
    - River Roseveare-Hunt: Developer
    - Tristian Morales: Developer

- **Initial task assignment:**
    - Shlok Gharia: Learn JUCE, Pure Data
    - Cassidy Norfleet: Learn JUCE, Pure Data
    - Giancarlo Tomasello: Learn JUCE, Pure Data
    - River Roseveare-Hunt: Learn JUCE, Pure Data
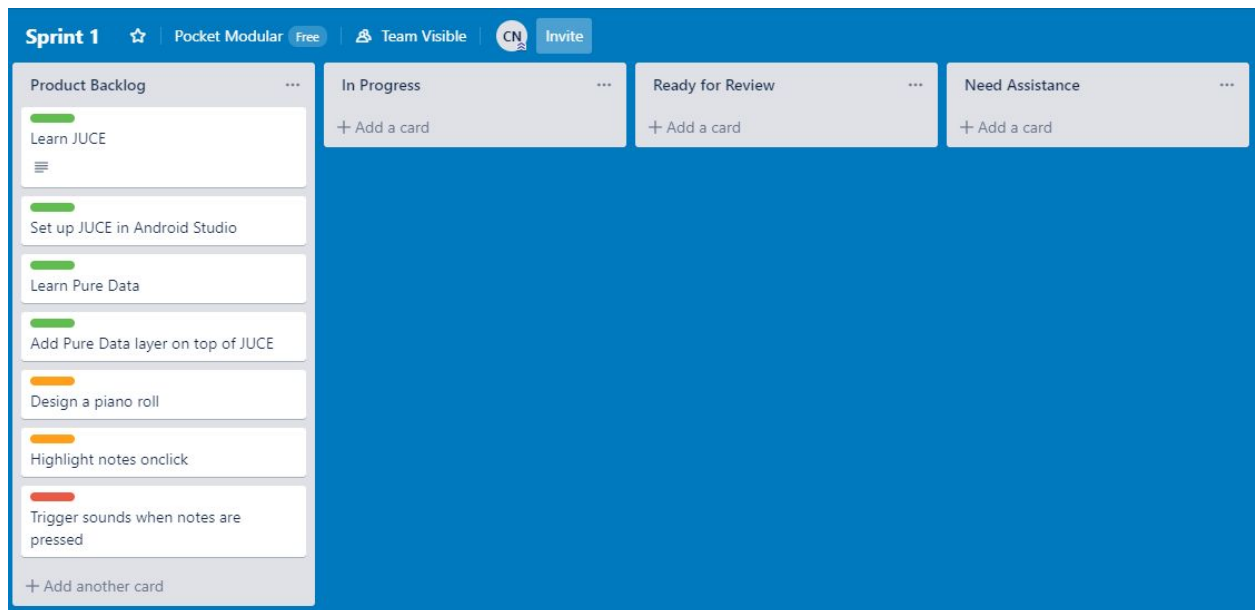   - Tristian Morales: Learn JUCE, Pure Data

- **Initial burnup chart:**

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Project Modular

- **Initial scrum board:**

- **Scrum time:**
  - (TA) Tuesday, 11:30AM-12:00PM
  - Tuesday, 12:30AM-12:45PM
  - (TA) Thursday, 11:30AM-12:15PM
  - Thursday, 12:30AM-12:45PM