Circuit Collective

Lab 6
Customer Meeting for February 28th

Team Members: **Bryce Gill, William Wedemire, Jerry Yang, Nathan Aguiar, Tobenna Nnaobi**

Agenda for Lab 6 Meeting
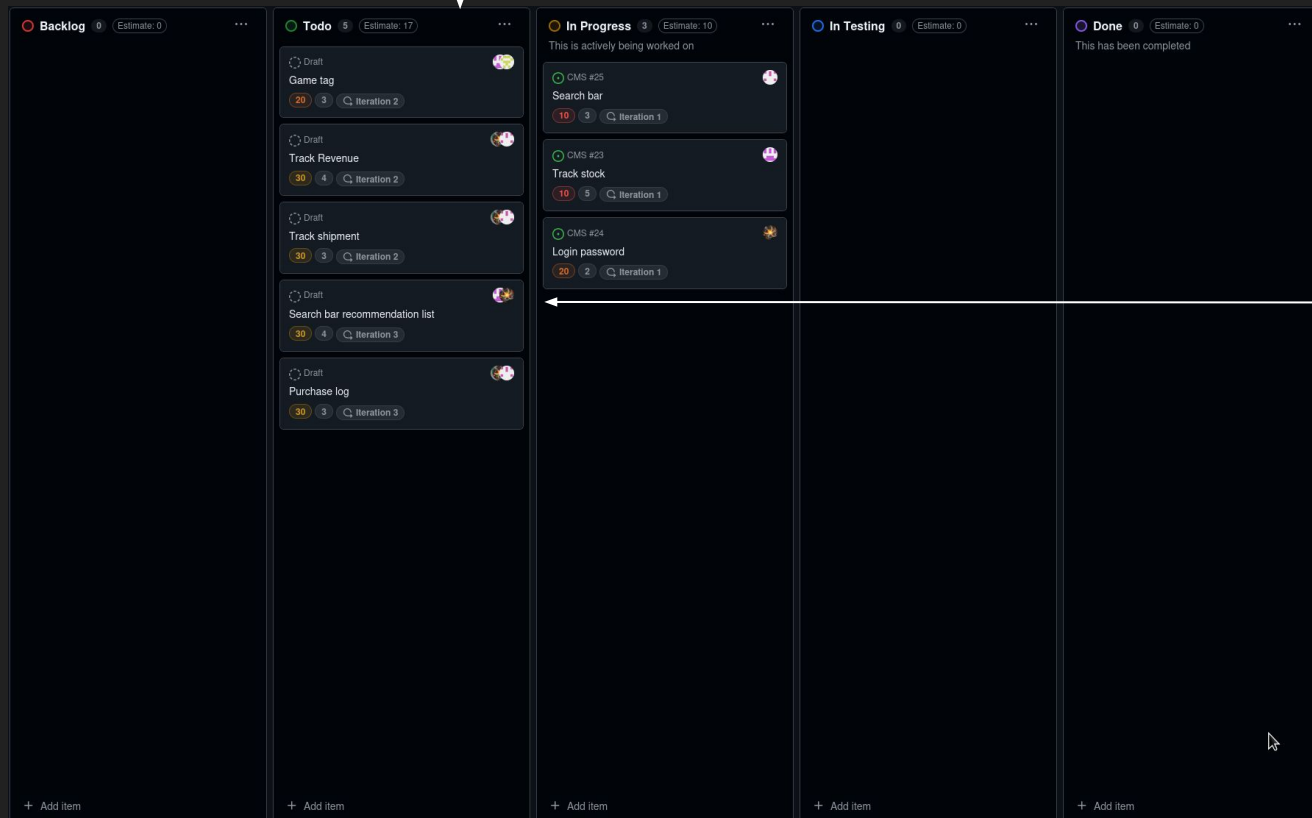
For this meeting we will...

1. Present our task board.

2. Go through each task in iteration 1 that we are working on.

3. Go over the tasks in iteration 2 and 3 that we will be working on in later weeks.

4. Present our burndown chart to have a visual representation of our progress.

5. Present our github repository/kanban to show our organization.

6. Go over the agenda for Lab 7.

7. Questions and Feedback.

Task Board

Collapsed Iterations to all be under "Todo" instead of separate headers

Corrected priority, days estimate, and iteration for task board

Backlog 0 | Estimate: 0

Todo 5 | Estimate: 17

- Draft
  Game tag
  20 | 3 | Iteration 2

- Draft
  Track Revenue
  30 | 4 | Iteration 2

- Draft
  Track shipment
  30 | 3 | Iteration 2

- Draft
  Search bar recommendation list
  30 | 4 | Iteration 3

- Draft
  Purchase log
  30 | 3 | Iteration 3

In Progress 3 | Estimate: 10
This is actively being worked on

- CMS #25
  Search bar
  10 | 3 | Iteration 1

- CMS #23
  Track stock
  10 | 5 | Iteration 1

- CMS #24
  Login password
  20 | 2 | Iteration 1

In Testing 0 | Estimate: 0

Done 0 | Estimate: 0
This has been completed

+ Add item

Iteration 1

Search Bar - In Progress

Add a search bar to allow users to search for items in the catalogue

Priority: 10
Estimated Time: 3 days
Assigned: Nathan, Tobenna

Track Stock - Done

Allow the user to update the stock in the catalogue

Priority: 10
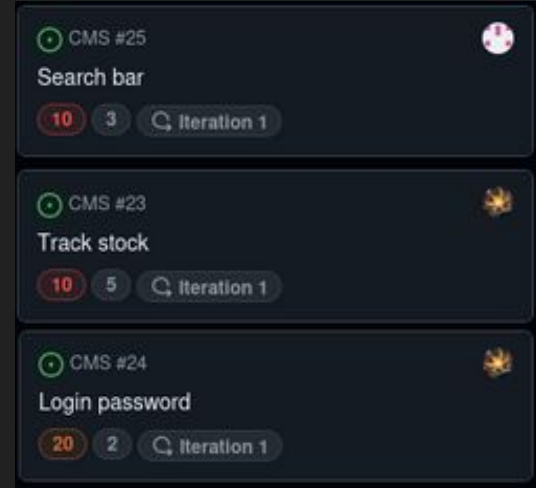Estimated Time: 5 days
Assigned: Bryce, William, Nathan, Jerry

Login Password - Done

Allow the user to login using a universal password

Priority: 20
Estimated Time: 2 days
Assigned: Nathan, Tobenna, Bryce

CMS #25

Search bar

10 3 Iteration 1

CMS #23

Track stock

10 5 Iteration 1

CMS #24

Login password

20 2 Iteration 1

Iterations 2 & 3

Iteration 2
To be completed during labs 8 and 9

Game Tag
Allow inventory controllers the ability to add tags to games
Priority: 20
Estimated Time: 3 Days
Assigned: Jerry, Tobenna

Track Revenue
Allow managers to view data on sales and revenue analytics to relay to customers
Priority: 30
Estimated Time: 4 Days
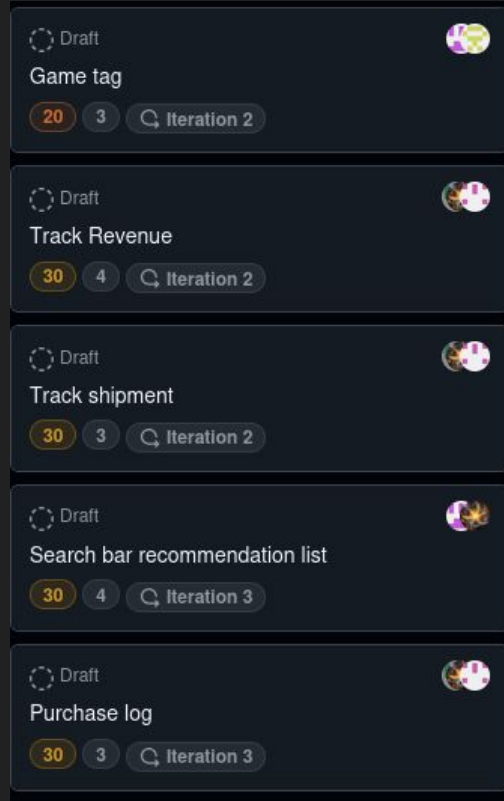Assigned: Nathan, Bryce, William

Track Shipment
Allow managers to keep track of shipments.
Priority: 30
Estimated Time: 3 Days
Assigned: Nathan, Bryce, William

○ Draft
Game tag
`20` `3` ↻ Iteration 2

○ Draft
Track Revenue
`30` `4` ↻ Iteration 2

○ Draft
Track shipment
`30` `3` ↻ Iteration 2

○ Draft
Search bar recommendation list
`30` `4` ↻ Iteration 3

○ Draft
Purchase log
`30` `3` ↻ Iteration 3

Search bar recommendation list
Add functionality to the search bar to give recommendations based on the search
Priority: 30
Estimated Time: 4 Days
Assigned: Nathan, Tobenna

Purchase log
As an manager, I want a customer purchase log, so that can manage them easier
Priority: 30
Estimated Time: 3 Days
Assigned: Nathan, Tobenna

Iteration 3
To be completed during labs 10 and 11

Burn-down chart

Progress:

Search Bar - 2 days

Login Password - 1 day

Total: 3 days

Repo screenshot

https://github.com/CircuitCollective/CMS

Agenda for Lab 7 Meeting

For the next meeting…

1. Demonstrate the features developed in iteration 1.

2. Present a diagram that visualises the structure of the application.

3. Review requirements and priorities list.

4. Present Task Board and Repository.

5. Present Iteration 1 retrospective.

Questions & Feedback