Sprint 1 Plan
Music Theory Keyboard
1/25/17

Goal: Creating an interactive keyboard

Task listing, organized by user story:

User Story 1: As a user, I want to play an interactive keyboard.

Task 1: Create an interactive keyboard (6 hours)

Task 2: Have a note play when a key is pressed (4 hours)

User story 2: As a user, I want to be able to learn notes.

Task 1: Create an interface that display notes and play the corresponding notes (8 hours)

User Story 3: As a user, I want to be able to construct notes.

Task 1: Create an interactive page where the user can construct notes when using the keyboard (6 hours) (User just plays or messes around the keyboard without doing a lesson or quiz)
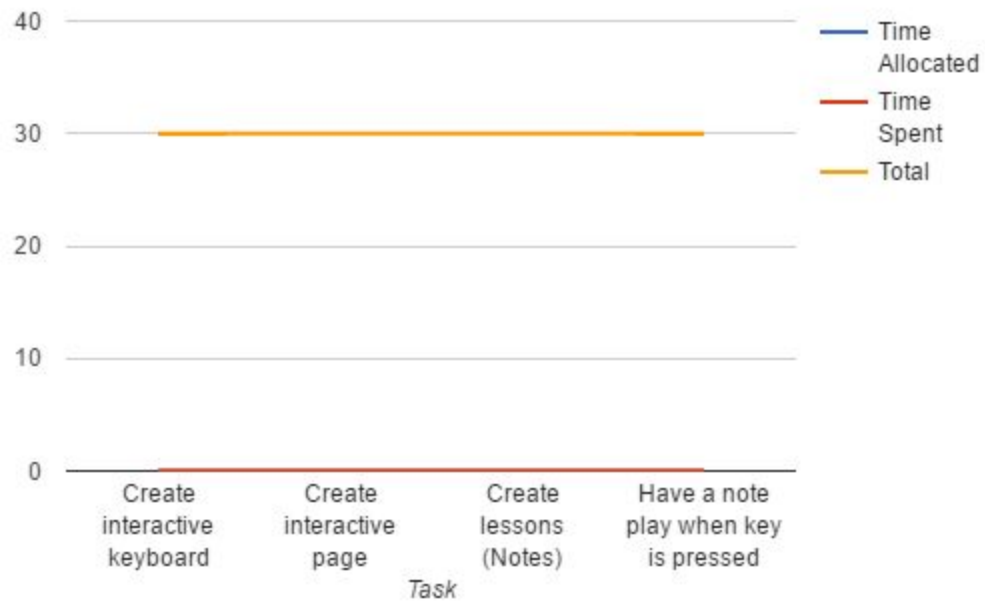
Team Roles:

Diego Jimenez (Product Owner)
John Beardwood (Member)
Jacob Darby (Member)
Jan Lantaca (Scrum Master)
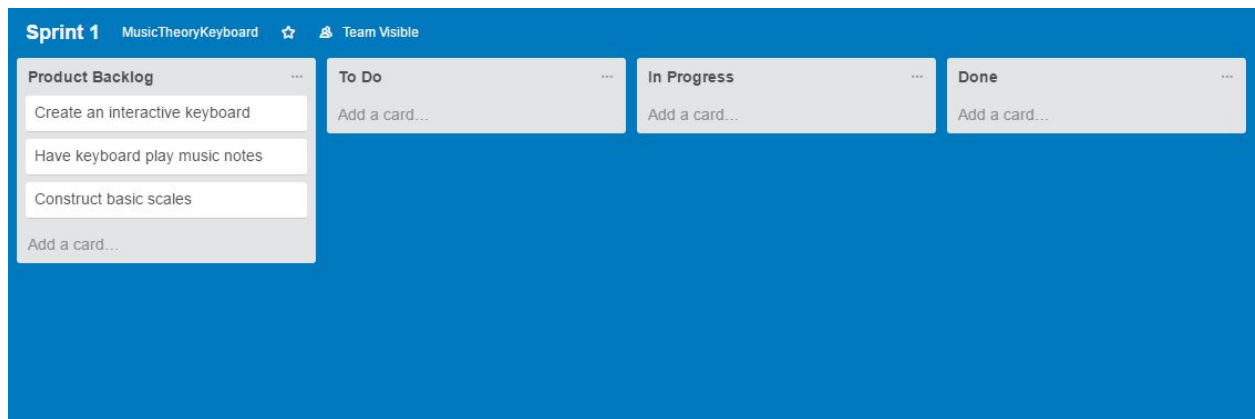Dan Savulescu (Member)

Initial Task Assignment:

Diego Jimenez (interactive page)
John Beardwood (lesson page)
Jacob Darby (lesson page)
Jan Lantaca (keyboard)
Dan Savulescu (keyboard)

Initial Burnup Chart:

Sprint 1 Burnup Chart

Initial Scrum Board:

Scrum Times:
Monday 10:40am-11:45am with TA (Jan)
Mondays,Wednesdays,Fridays at 3pm