Heading:
Document Name: Sprint 2 Plan
Product Name: SlugPath
Team: Slugstras
Sprint Completion Date: February 21, 2018
Revision 1.0 (2-7-18)

Goal:
Collect data to populate map with accurate paths. Finish developing shortest path algorithm.

Task Listing:

- User Story 1: As a javascript developer, I need to develop the shortest path algorithm so that we can display the shortest path on a visualized map.
  User Story 1 Tasks
  1. Create difficulty, time, and distance heuristics
  2. Create priority queue and graph objects
  3. Implement algorithm
- User Story 2: As a data manager, I want to figure out how to represent our data so that our developers can effectively use the data
  User Story 2 Tasks
  1. Create map nodes for each big node location
- User Story 3: As a developer, I need to sort by nearby attractions so that the users can see nearby attractions.
  User Story 3 Tasks
  1. Implement sort by area and display by area
  2. Implement sort by proximity and display by proximity
- User Story 4: As a developer, I need to create an about page so that we can publicize the team.
  User Story 4 Tasks
  1. Gather data from team members
  2. Implement about page on website

Team Roles:
Joven Pableo: Product Owner and Developer
Edward John Tagaca: Developer
Cameron Skaggs: Week 1 Scrum Master, Data Management and Developer
Pranav Salunk: Week 2 Scrum Master and Developer
Srijitha Somangili: Developer

Initial Task Assignment:

Joven Pableo: User Story 1: Create difficulty, time, and distance heuristics. User Story 2: Create map nodes for each big node location. User Story 4: Gather data from team members, Implement about page on website

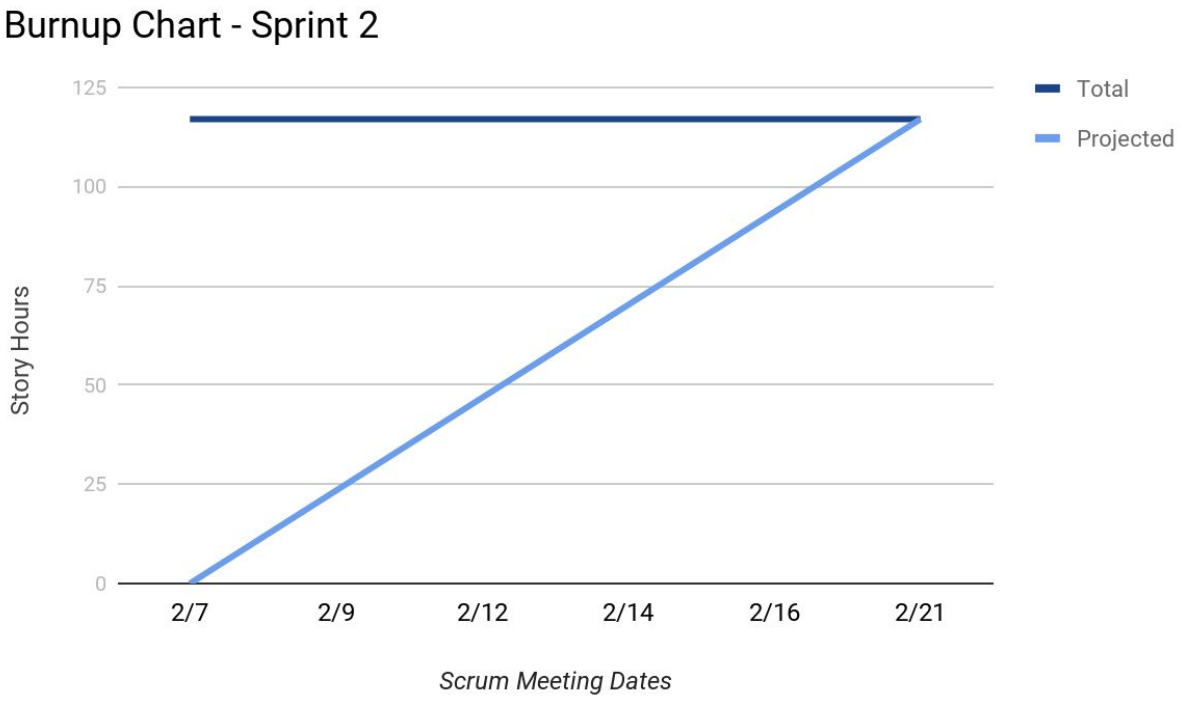
Edward John Tagaca: User Story 2: Create map nodes for each big node location. User Story 3: Implement sort by area and display by area, Implement sort by proximity and display by proximity

Cameron Skaggs: User Story 2: Create map nodes for each big node location

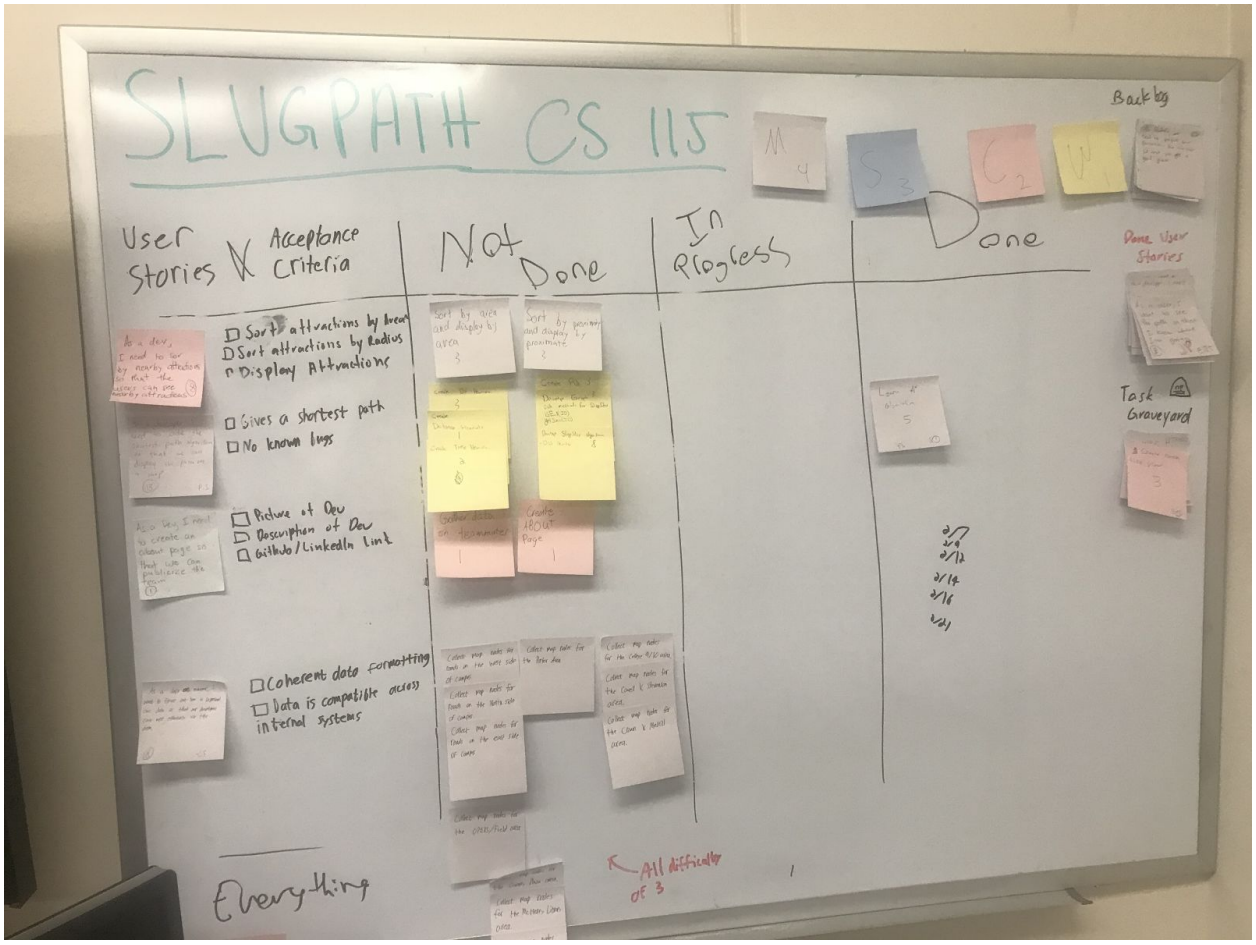
Pranav Salunk: User Story 1: Create priority queue and graph objects, Implement algorithm

Srijitha Somangili: User Story 2: Create map nodes for each big node location

Initial Burnup Chart:



Initial Scrum Board:



Scrum Times:

Monday: 12:00 PM - 12:15 PM

Wednesday: 12:00 PM - 12:15 PM (Scheduled TA visit)

Friday: 12:00 PM - 12:15 PM