

Heading:

Document Name: Sprint 1 Plan

Product Name: SlugPath

Team: Slugstras

Sprint Completion Date: February 2, 2018

Revision 1.2 (2-7-18)

Goal:

Complete our “slugstra” algorithm to find the most optimal shortest walking path to take between two locations.

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. Learn and develop A* algorithm
 2. Code Node and Graph objects
 3. Develop usable dropdown menu to select locations
- User Story 2: As a data manager, I want node and edge data so that I can organize our data efficiently.

User Story 2 Tasks

1. Learn how to make a viable database structure
 2. Create all database objects by node and edge classification
 3. Collect location data
- User Story 3: As a user, I want to see the path so that I know where I am going.

User Story 3 Tasks

1. Create the visual map through Leaflet

Team Roles:

Joven Pableo: Product Owner and Developer

Edward John Tagaca: Initial Scrum Master and Developer

Cameron Skaggs: Data Management and Developer

Pranav Salunk: Developer

Srijitha Somangili: Developer

Initial Task Assignment:

Joven Pableo: User Story 1: Code Node and Graph objects

Edward John Tagaca: User Story 3: Create the visual map through Leaflet

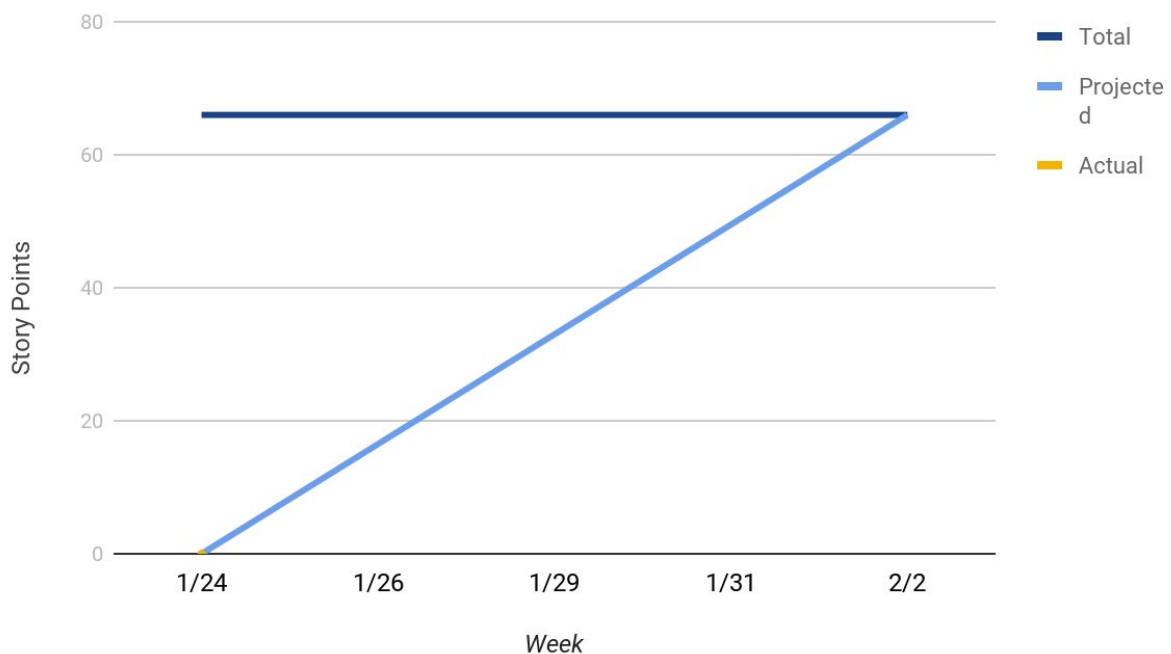
Cameron Skaggs: User Story 2: Learn how to make a viable database structure, Collect location data

Pranav Salunk: User Story 1: Learn and develop A* algorithm

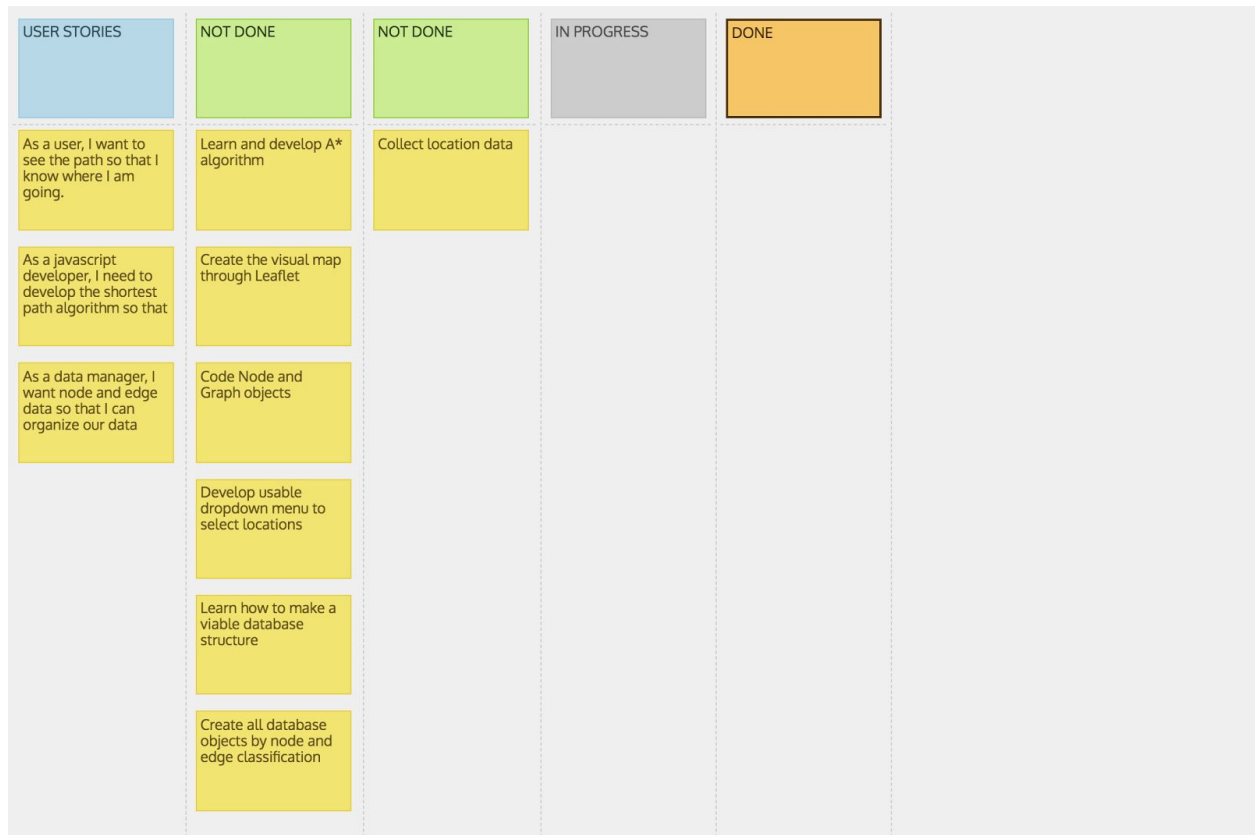
Srijitha Somangili: User Story 1: Develop usable dropdown menu to select locations

Initial Burnup Chart:

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