SlugPath

Sprint 1 Report

Team Slugstras
Release Name: SlugPath Beta
Release Date: 03/22/18
Revision 1.1
2/2/18

Actions to stop doing:

   None, everyone is working together and communicating very well.

Actions to start doing:

Team should work on finding a time where we can all discuss the project. This is because other than scrum meetings, we have group discussions where not everyone is present.
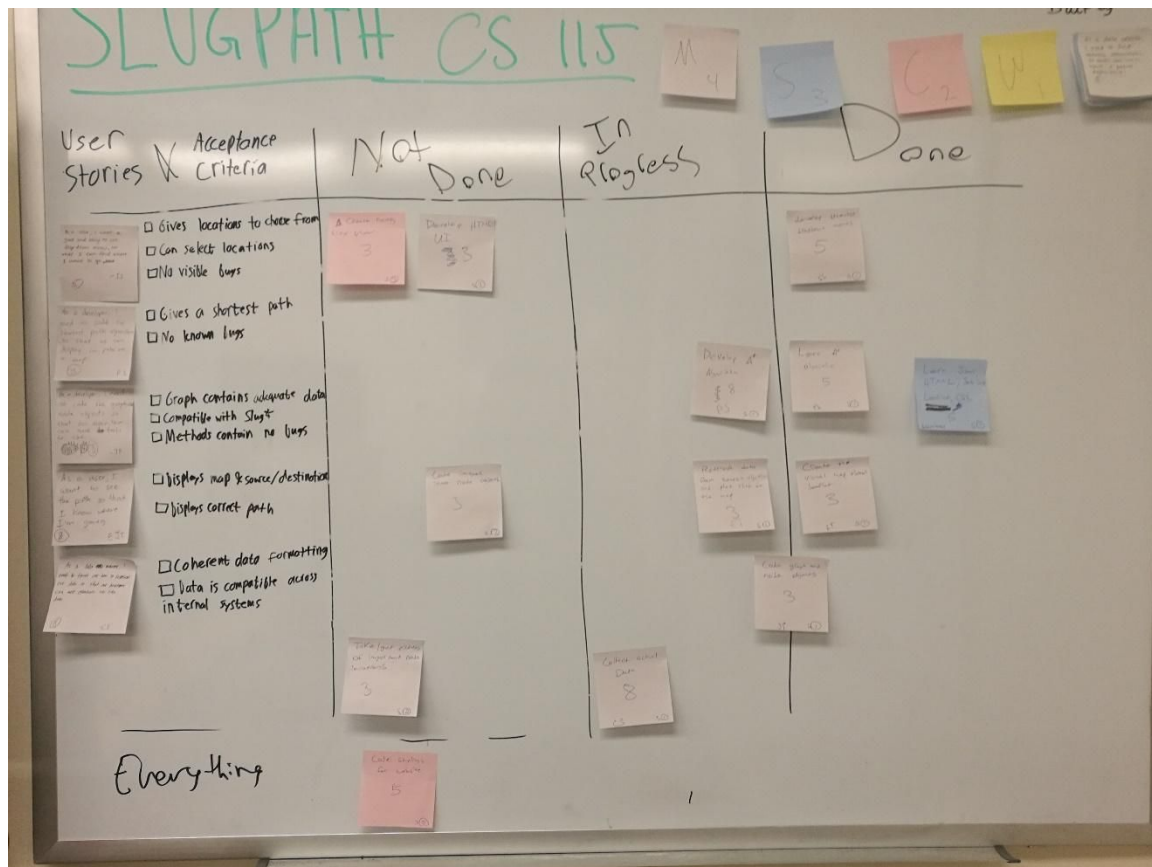
Actions to keep doing:

Communicating. Promptly responding to messages and updating why they may be late to a discussion/scrum meeting.

Meeting every MWF for scrum meetings.

Clarify on tasks being done when not clear.

Discuss what others are doing.

Work completed/not completed:

- 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.

  <u>User Story 1 Tasks</u>

  1. Learn and develop A* algorithm   -In Progress-
  2. Code Node and Graph objects   -Completed-
  3. Develop usable dropdown menu to select locations   -Completed-

- User Story 2: As a data manager, I want node and edge data so that I can organize our data efficiently   .
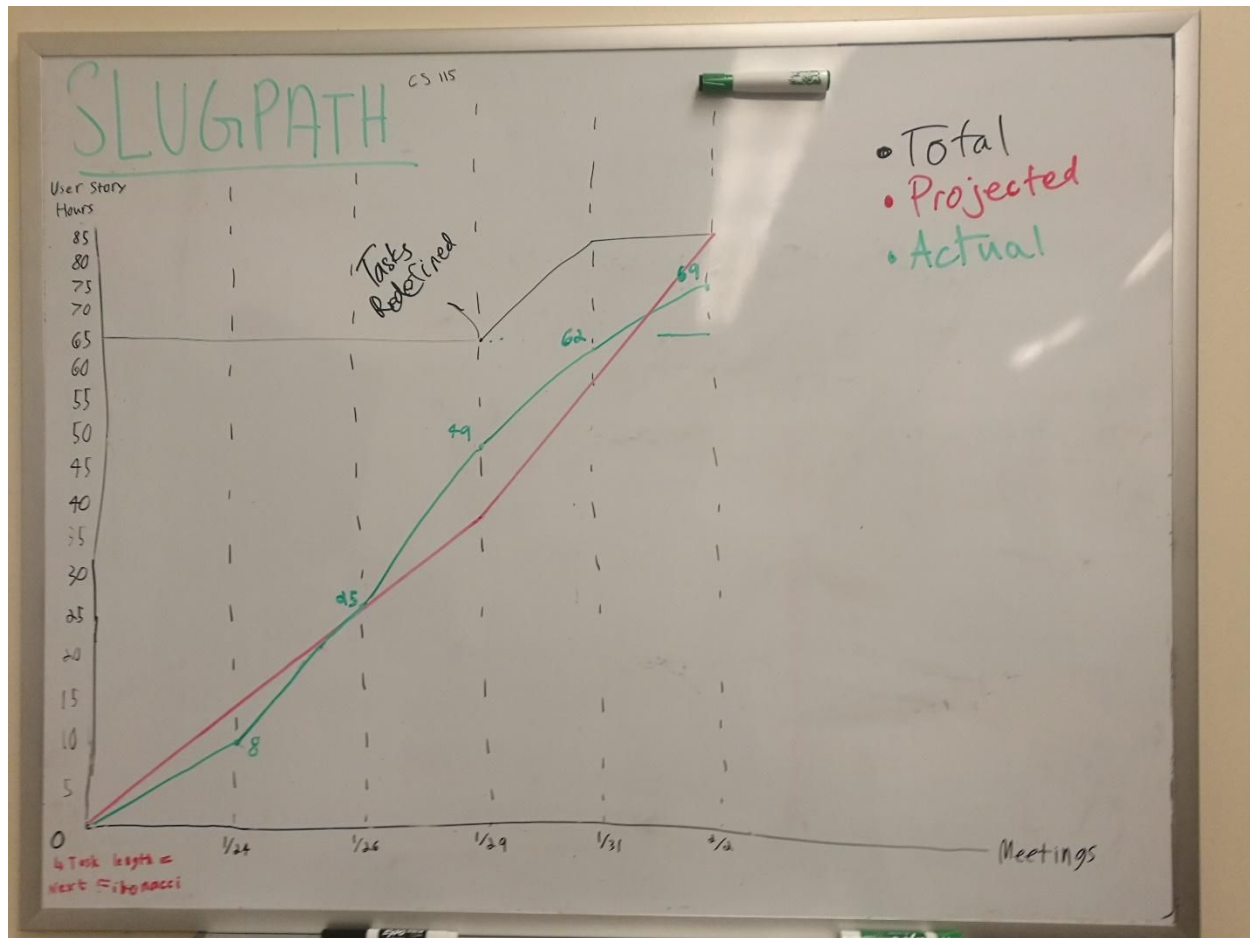
  <u>User Story 2 Tasks</u>

  1. Learn how to make a viable database structure   -Completed-
  2. Create all database objects by node and edge classification   -Completed-
  3. Collect location data   -In Progress-

- User Story 3: As a user, I want to see the path so that I know where I am going.

  <u>User Story 3 Tasks</u>

  1. Create the visual map through Leaflet   -Completed-

Work completion rate:

User stories completed 1.

Total number of ideal work hours: 80 hours

Actual number of hours worked: 69 hours

Total number of days in Sprint 1: 10