

Heading:

Document Name: Sprint 2 Plan

Product Name: SlugPath

Team: Slugstras

Sprint Completion Date: February 21, 2018

Revision 1.3 (3-7-18)

Goal:

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

Task Listing:

- User Story 1: 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 1 Tasks

1. (81 Hours) Create map nodes for **each** big node location
- User Story 2: As a javascript developer, I need to implement the shortest path algorithm so that we have an array of nodes as the shortest path.

User Story 2 Tasks

1. (3 Hours) Create difficulty, time, and distance heuristics
 2. (5 Hours) Create priority queue
 3. (13 Hours) Implement algorithm
- 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. (8 Hours) Implement sort by area and display by area
 2. (8 Hours) 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. (2 Hours) Gather data from team members
2. (2 Hours) 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

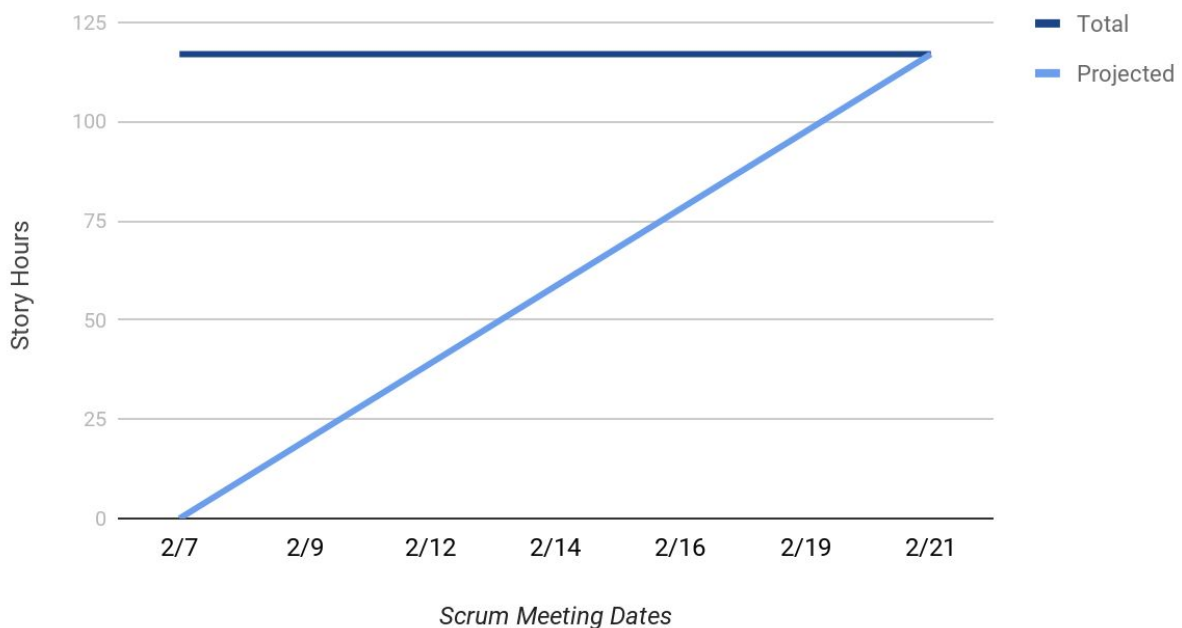
Cameron Skaggs: User Story 2: Create map nodes for each big node location

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:

Burnup Chart - Sprint 2



Initial Scrum Board:

USER STORIES 1 cols	NOT DONE	NOT DONE	IN PROGRESS	DONE
As a javascript developer, I need to implement the shortest path	Create difficulty, time, and distance heuristics	Implement algorithm		
As a data manager, I want to figure out how to represent our data so that our	Create map nodes for each big node location	Empty card		
As a developer, I need to sort by nearby attractions so that users can see nearby	Implement sort by area and display by area	Implement sort by proximity and display by proximity		
As a developer, I need to create an about page so that we can publicize the team.	Gather data from team members	Implement about page on website		

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