Heading:
Document Name: Sprint 1 Plan
Product Name: SlugPath
Team: Slugstras
Sprint Completion Date: February 2, 2018
Revision 1.1 (1-24-18)

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
Evan Blank: 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
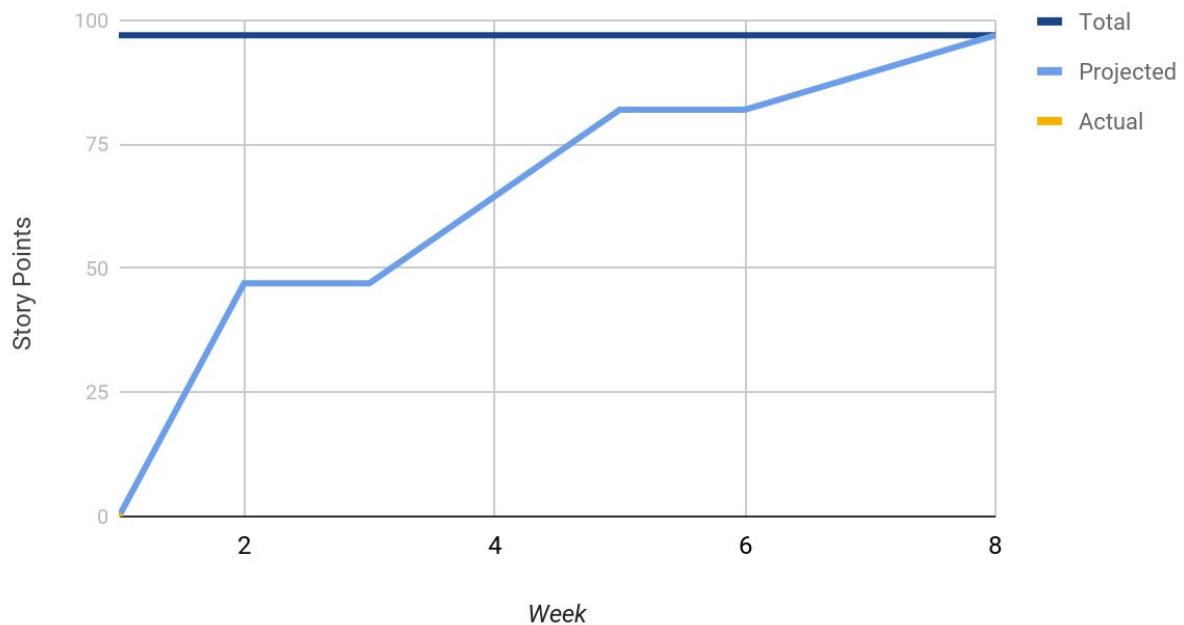
Evan Blank: User Story 2: Create all database objects by node and edge classification, Collect location data

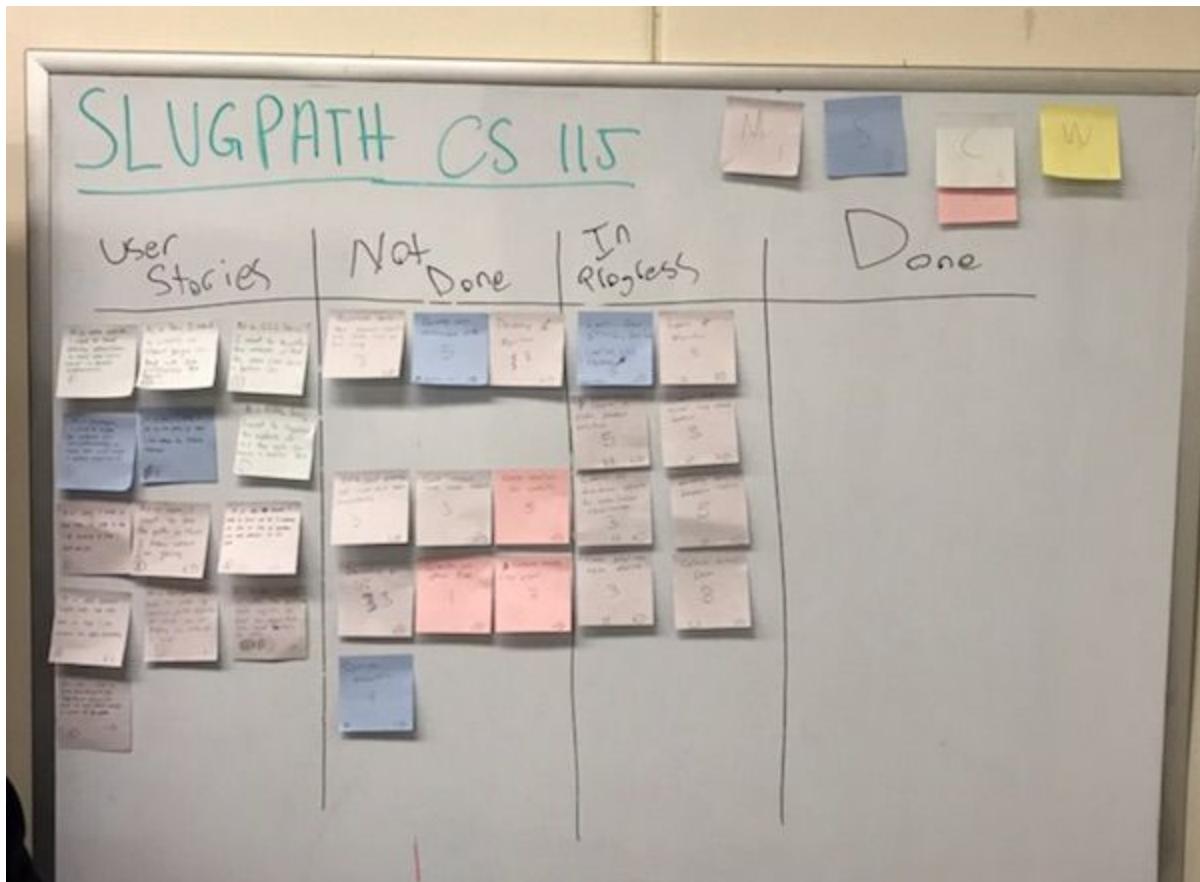Pranav Salunk: User Story 1: Learn and develop A* algorithm

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