

# ENSE496AB

Braintrust Milestone Two - Tim's Bits  
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# We are still Tim's Bits



Taylor Petrychyn



Brandon Eagan



Bryce Drew



Maks Zabutnyy



Danish Junaid



Paul Hewitt

# USM Review

Login



Dashboard

Create Idea

List Ideas

Registration

Login

Dashboard

Create Idea

View ideas

— MVP1 ▾

5 left of 5 cards

Form submission &  
processing  
(FR5-1 ->1.3.1)

Todo

User/Password form  
(FR5-1 ->1.3.1)

Todo

Welcome modal  
(FR 5-2 -> 2.4.1)  
(Not FR 5-2.2)

Todo

Create Idea Form  
(FR 1-1, 1-2)

Todo

Ideas Table  
(FR 2-1, 2-2)

Todo

# USM Analysis

## The vision:

- Create the login, registration, create and view idea table functionality
- Tie everything together with clean navigation
- A minimalistic landing page

## Updates:

- Cards that reflect work in creating key functionality
- Added cards for CRUD

# USM Analysis

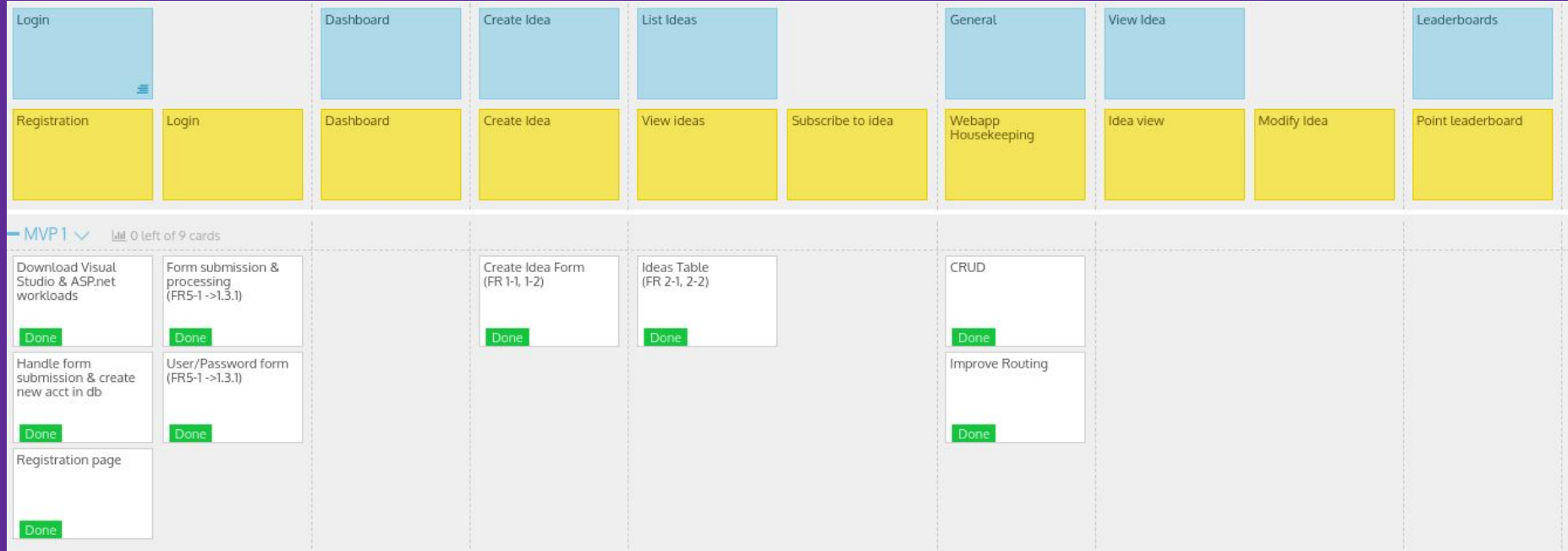
## Rationale:

At the core, eIDEAS should be able to do our four main functions. Everything following MVP 1 will build on top and expand functionality. Our small MVP will be less susceptible to inconsistencies and is a strong foundation for the rest of the project.

## Time Management:

Brainstorming and idea development came before coding. Decisions about data schema and lo-fi layout changes identified early. Breaking up roles and coding requirements to make sure that all bases are covered without overlap.

# Updated USM for MVP 1



# Team Roles

Presentation: Brandon, Maks, Paul

Database Design: Brandon and Danish

Database Implementation: Taylor and Danish

UI/UX Design: Paul and Taylor

Backend: Taylor and Danish

Frontend: Paul

Documentation: Brandon and Bryce

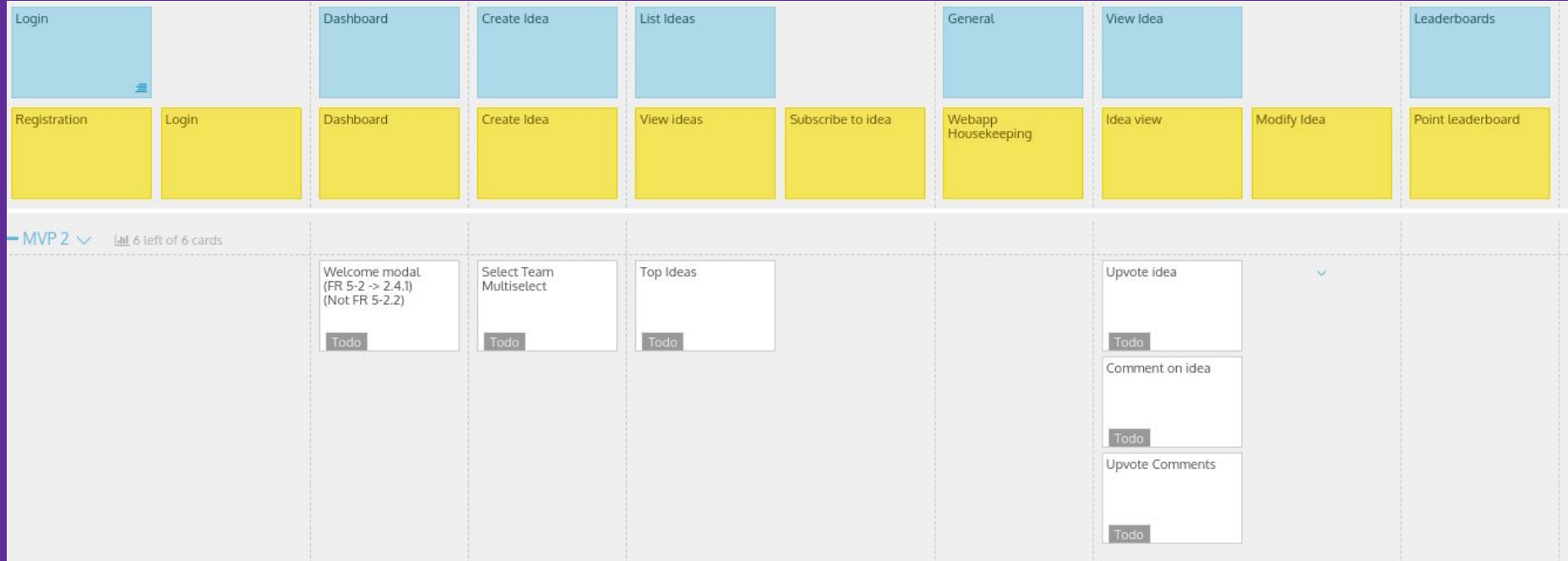


# MVP 1/Sprint 1 Demo



# Demo Comments/Review

# USM for MVP 2



# Group Reflection

How did you feel about this milestone? What did you like about it? What did you dislike?

We feel this was a strong milestone for us overall, we created a strong base for the rest of the project in addition to backend work which will lend itself to easier MVPs later on.

# Group Reflection

What did you learn about yourself as you collaborated and worked through this milestone?

We learned that we have varying levels of “agile” mentality and that some of us prefer a more structured approach. We believe that the distribution of “agileness” in our members allows us to create functioning products while still having a very clear next-step and end-goal. This seems to be a good thing as it still allows us to effectively respond to change (one of the agile programming values).

# Group Reflection

How will you use what you have learned going forward?

We will use the differences in mentalities, now that we are fully aware of them, to ensure we assign roles which best fit a developer's mentality AS WELL AS their skills. While obviously encouraging personal growth.

# Group Reflection

What “stuff & things” related to this milestone would you want help with?

We would have preferred help with creating proper timelines and balancing the schedules of multiple team members. However we understand this is a collaborative work based class and thus this is exactly the time we should be learning this ourselves.

# Questions?

