Sprint 1 Plan for ENIGMA

Edward Schubert, Jonathan Jang, Gilberto De La Vega, Taylor Futral, Neil Gorham

Sprint Begins: 2016-10-03

Sprint Ends: 2016-10-19

Revision 1, 2016-10-03

Goal:

Get the fundamentals of the app set up; basic messaging and simple user accounts.

As a user I want to be able to send messages (5)

- Implement sending text messages on the client side (3 hours) - Jonathan
- Receive and process messages on server (2 hours) - Edward

Estimated Total: 5 hours

As a user I would like to receive messages (3)

- Server sends message to client (2 hours) -Gilberto
- Client displays message (2 hours) - Taylor

Estimated Total: 4 hours

As a user I would like to log in to a secure account (8)

- Set up a user database (2 hours) - Neil
- Implement login UI (1 hour)
- Send login requests to server (1 hour)
- Associate active sessions with user on server (3 hours)

Estimated Total: 7 hours

As a user I would like to have a history of messages I've sent and received (3)

- Maintain received messages on client-side (1 hour)
- Display all sent and received messages in UI (2 hours)

Estimated Total: 3 hours

As a user I would like to be able to see a list of conversations (3)

- Keep track of open conversations on server (2 hours)

- Send list of open conversations to client (1 hour)

- Organize and display list (1 hour)

Estimated Total: 4 hours

As a user I would like to keep track of a list of contacts (5)

- Create table for associated contacts (2 hours)

- Server requests and responses for contacts (3 hours)

Estimated Total: 5 hours

As a developer I would like to have a public/private key system to keep messages secure for each conversation (5)

- Create keys at start of conversation (1 hour)

- Exchange public keys between users (1 hour)

- Encrypt messages before sending them (1 hour)

- Decrypt messages upon receiving them (1 hour)

Estimated Total: 4 hours

Team Roles:

Product Owner - Taylor Futral

Scrum Master - Edward Schubert

Developers - Jonathan Jang, Neil Gorham, Gilberto De La Vega
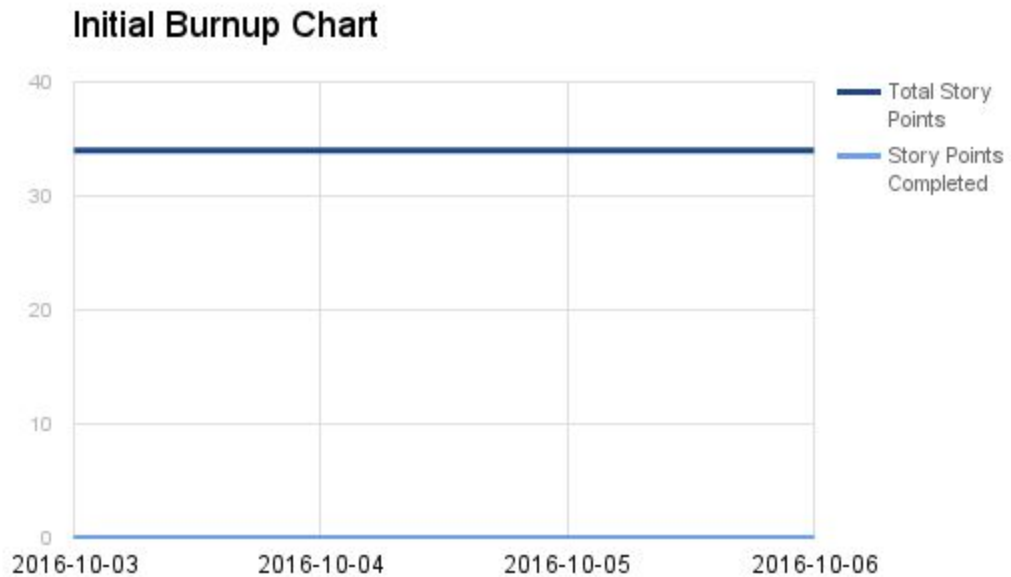

Initial task assignment

Jonathan: Implement sending text messages on the client side

Edward: Receive and process messages on server

Gilberto: Server sends message to client

Taylor: Client displays message

Neil: Set up a user database

Initial Burnup Chart

Standups:

Monday, 2:10pm Jack's Lounge

Tuesday, 2:10pm Jack's Lounge

Wednesday, 2:10pm Jack's Lounge