

Sprint 1 Plan
Version 1 Revision 1 (10/19/2014)
FantomCMS
Honey Badgers Inc*

Goal

Create the foundation of the project. Ensure basic functionality of core components of the web server.

Tasks & Initial Team Assignment (in order of priority)

As a viewer, I want the URL I visit to route me to the appropriate page.

Create server skeleton in Main.fan	2 Hrs Jeremy
Set up routes via RouteMods and other WebMods	1 Hrs Jeremy
Total	3 Hrs

As a developer, I want my server to give the appropriate HTML code on a HTTP request.

Set up onService methods	1 Hrs Jeremy
Create placeholder page	1 Hrs Jono
Set up javascript files and deliver them	1 Hrs Jeremy
Total	3 Hrs

As a developer, I want to be able to store my information.

Find a good database solution	3 Hrs Cole
Set up initial tables	3 Hrs Cole
Create database connector class, back end	3 Hrs Cole
Create database connector class, front end	3 Hrs Isaac
Total	12 Hrs

Sprint 1 Plan
Version 1 Revision 1 (10/19/2014)
FantomCMS
Honey Badgers Inc*

As a content manager, I want to be able to control the users on my website.

Create base Ext and App classes for delivering content	2 Hrs Jeremy
Design User App UI	3 Hrs Isaac
Connect with database and set up User table	1 Hrs Isaac
Set up Login Page/sessions	4 Hrs Jono
Total	10 Hrs

As a content manager, I want to be able to edit the settings on my website.

Design Settings App UI	2 Hrs Isaac
Create and set up config file for server	1 Hrs Jono
Create initial config settings in Settings App	2 Hrs Jeremy
Total	5 Hrs

As a developer, I want my web server to be secure.

Implement authentication and security	6 Hrs Josh
Total	6 Hrs

As a developer, I want to ensure my changes maintain functionality.

Monitor and test progress and changes throughout builds	3 Hrs Jono
Total	3 Hrs

As a developer, I want to maintain an organized structure between my fellow developers.

Track changes on GitHub	2 Hrs Josh
Total	2 Hrs

Sprint 1 Plan
Version 1 Revision 1 (10/19/2014)
FantomCMS
Honey Badgers Inc*

Team Roles

Jeremy	Product Owner	9 Hours
Cole	SCRUM Master	9 Hours
Jono	Developer	9 Hours
Isaac	Developer	9 Hours
Josh	Developer	8 Hours

SCRUM Meeting Times

Monday Immediately Following Class (1:40 - 1:55)
Wednesday Immediately Following Class (1:40 - 1:55)
Friday (w/ Grace) (3:30 - 3:45)