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Some notes about the product backlog on GitHub and why they will (most likely) not be on the GitHub until after the first or second daily scrum.

* For the Spacecraft Control Center simulator, the team unanimously agreed that developing the simulator with mobile apps in mind from the very start will help us avoid problems down the line when it comes to integrating desktop features into mobile.
* There is expected to be at least a little bit of desktop integration for logging data as well as running the more intense portions of the simulator 24/7.
* Currently the team is trying to decide what kind of development stack we feel is the best to work with the project.
* We are also trying to determine how work is going to be delegated.
  + Currently the options are the entire group roams and picks/gets assigned their own tasks; or
  + Individuals are split into teams based on experience/interests, and some individuals are “roamers”, or people that jump from team to team
* There is definite front-end, back-end, database, and networking challenges ahead for the group, and getting a solid idea of what we consider a good deliverable at the end of the sprint will determine the scope of the work the team is expected to face.
* From the beginning we can call some epics, but they are incredibly vague and not useful for setting goals for the project.
  + These epics include:
    - Get app notifications working
    - Get app to run on both iOS and Android devices
    - Get app to connect to a central server
    - Get the simulator running simulated spacecraft
    - Get the simulator running anomalies on the simulated spacecraft
    - Create a UI for the individual roles
  + Again, without accurately describing what the team thinks is capable in the first sprint, these are no more than strict suggestions with no real meaning or tasks behind them.
* There is a daily scrum on 9/15/2022 to try and address some of these concerns/plan for the future, so this document and the product backlog on GitHub will change very soon.