# Tugas 2

Aplikasi SCRUM dalam Pengembangan Perangkat Lunak Tangkas

**Topik :**

“Aplikasi Bantuan Visual Tunanetra”

**Nama Tim :**

EyesUp

**Anggota :**

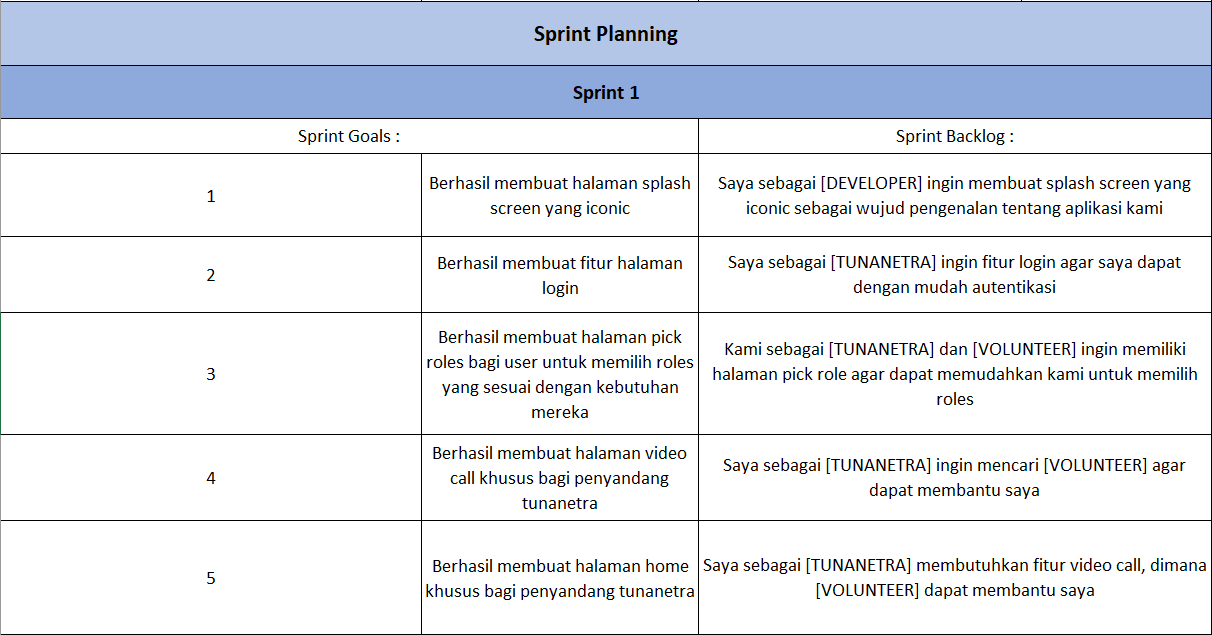
* Albert Suhargo (211110370)
* Julian Philbert Lee (211110066)
* Stanly Winata (211110222)

## User Story & Product Backlog

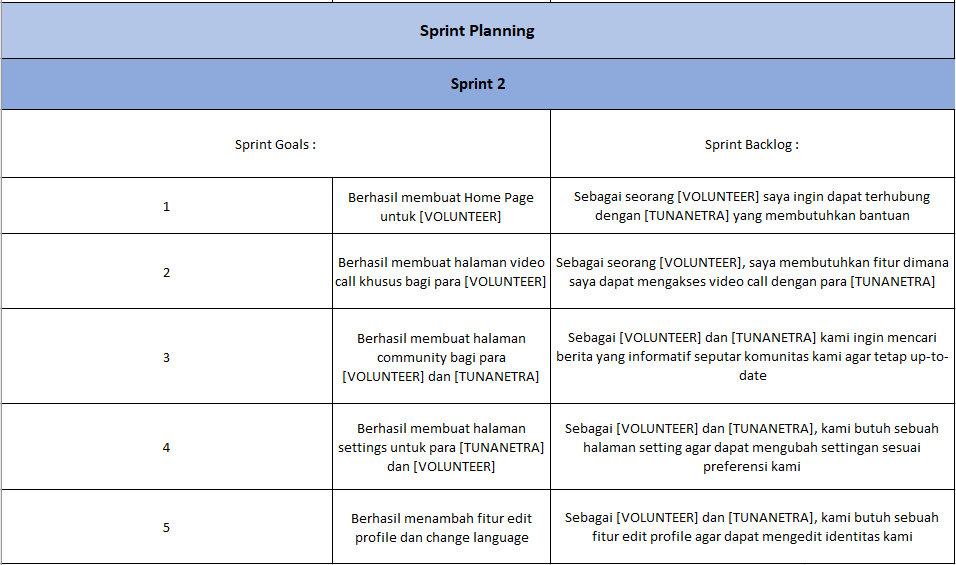


## Sprint Planning

* **Sprint 1**



* **Sprint 2**



* **Sprint 3**

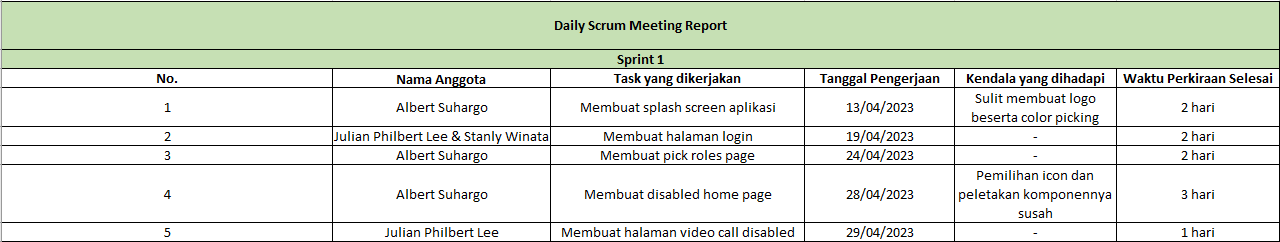


* **Sprint 4**



## Daily Scrum Meeting

* **Sprint 1**

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* **Sprint 2**



* **Sprint 3**

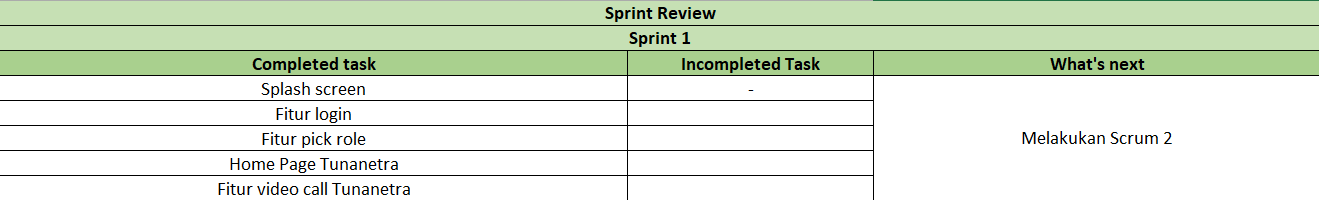


* **Sprint 4**

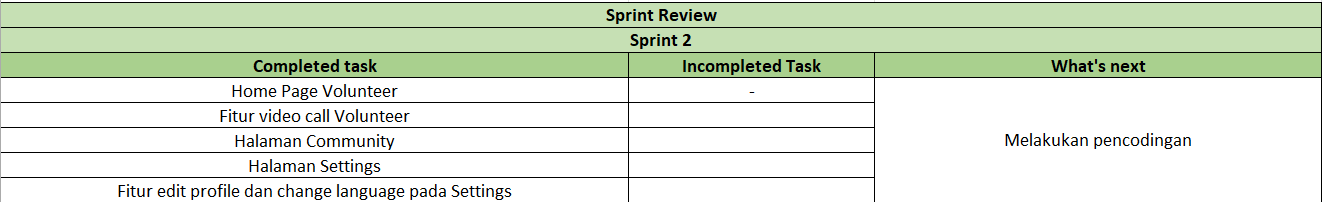


## Sprint Review

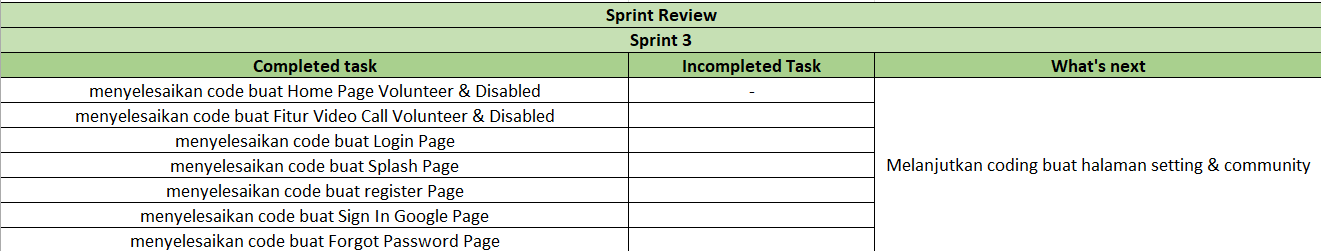
* **Sprint Review 1**

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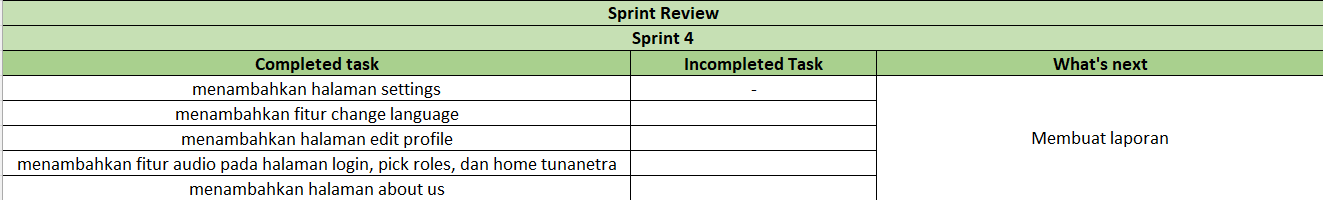
* **Sprint Review 2**

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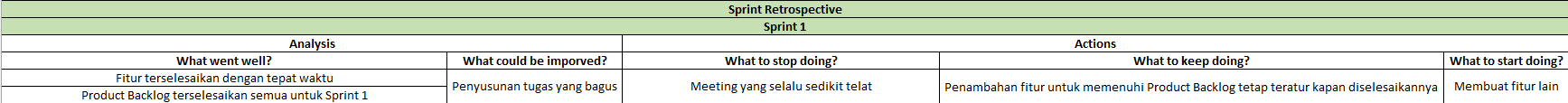
* **Sprint Review 3**

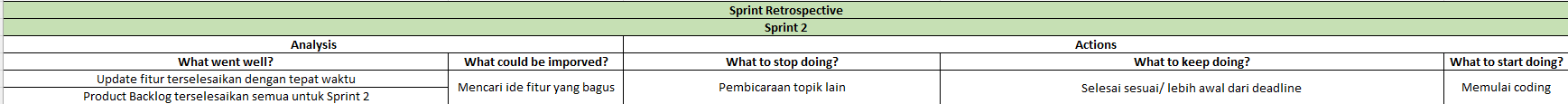
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* **Sprint Review 4**

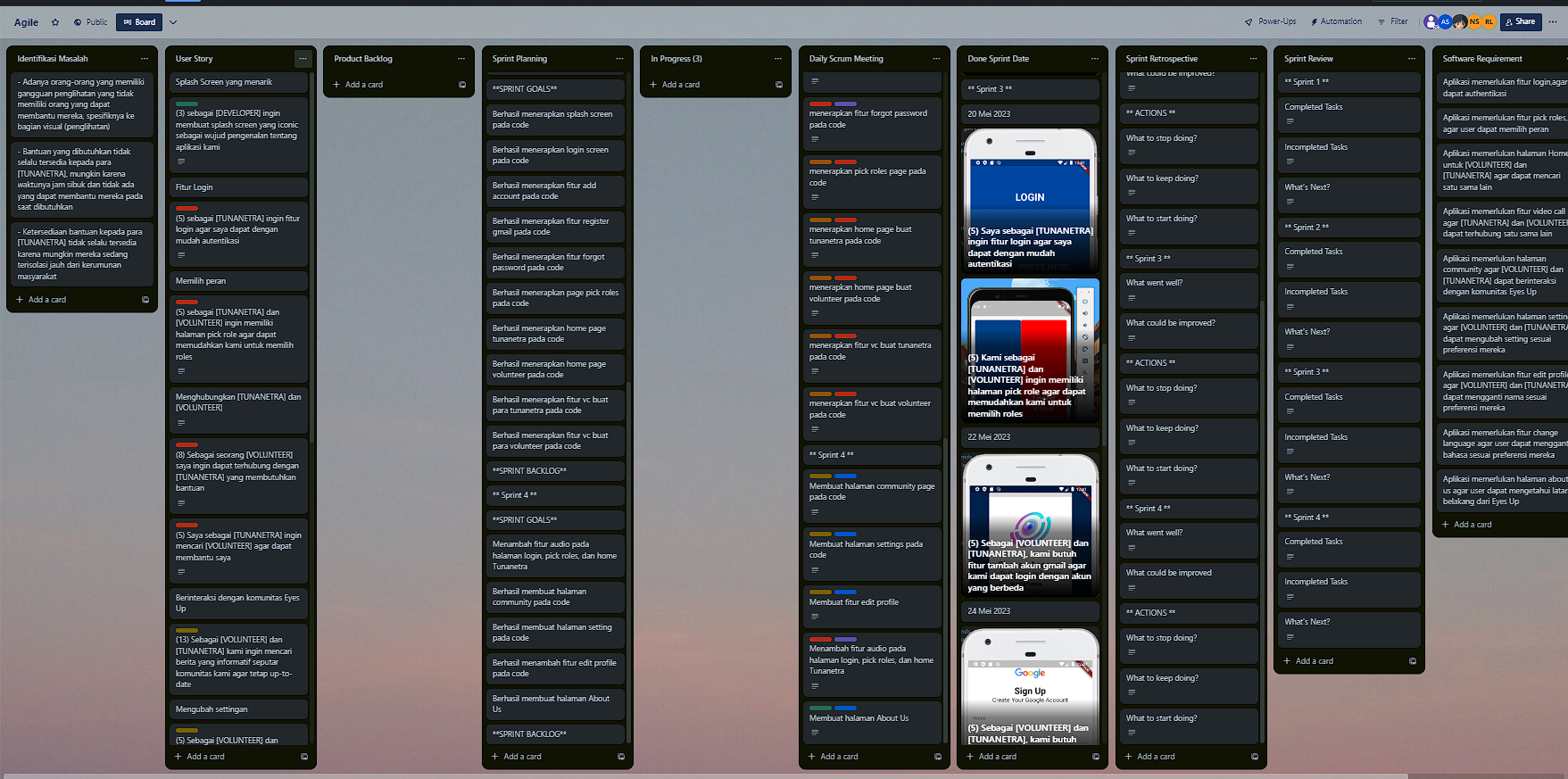
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## Sprint Retrospective

* **Sprint 1 Retrospective**
* **Sprint 2 Retrospective**

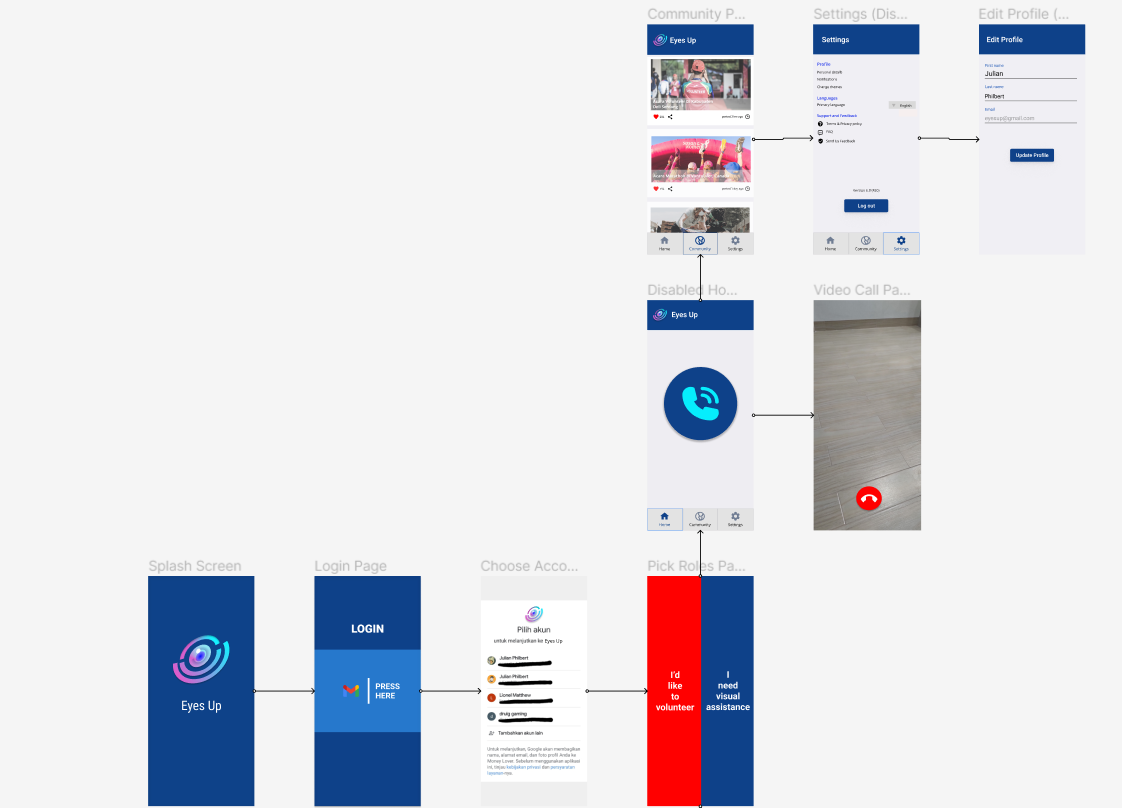


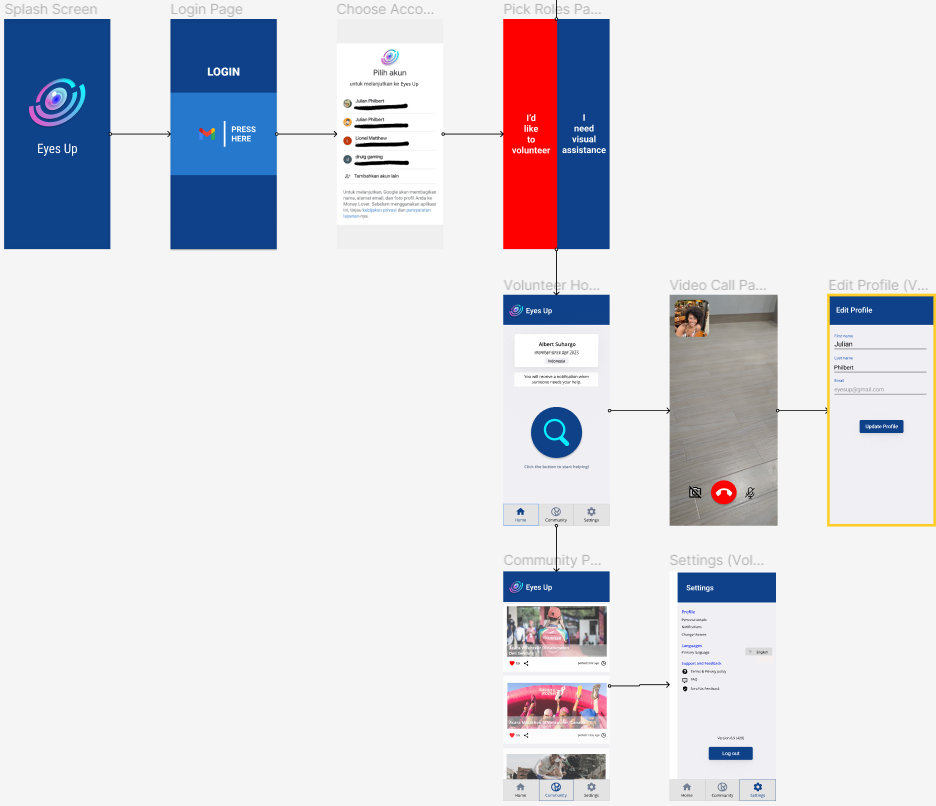
## Dokumentasi Trello

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**Link trello:** [link trello](https://trello.com/invite/b/KRquuQNr/ATTI1e0a80bb3aca447952a67f78124357ddA72F2855/agile)

## Hasil Rancangan Figma





Link Figma : [link prototype figma](https://www.figma.com/proto/GMSemClx2ZhfbAwdJLLeHg/Eyes-Up?node-id=4-3&scaling=min-zoom&page-id=0%3A1)

## Link GitHub

*Link Github :* [*https://github.com/JuliannLee/Eyes-Up.git*](https://github.com/JuliannLee/Eyes-Up.git)