Housemates Sprint Plans

Sprint 1 Plan, Housemates, Dev Team, Tuesday 4/06/2022 - 4/19/2022, version: 1.0.0 - 4/10/2022

Scrum Master: Jackson

Goal: The goal for sprint 1 is to set up all the development tools and environments required for the team to begin coding and working in parallel. After this is completed the team should begin designing the entry point of the app: Login & Signup.

User story 1 ("As a *housemate, I want to be able to create and access my own profile to identify myself with other people*")

1. Figma design login and signup (2 hours)
2. Frontend: Create login page (2 hours)
3. Frontend: Create signup page (2 hours)

Infrastructure Task 1 (As a *Housemates developer,* I want to *be able to use version control with my team and setup my coding environment,* so that *we can effectively develop code in parallel*)

1. Setup Git and Github repository (2 hours)

Infrastructure Task 2 (As a *Housemates frontend-developer,* I want to *be able to setup my frontend environment in XCode and Swift,* so that *I can effectively develop frontend code*)

1. Setup Swift and XCode for Frontend development (2 hours)
2. Sync initial frontend code in Github (2 hours)

Infrastructure Task 3 (As a *Housemates backend-developer,* I want to *be able to setup my backend environment in Python and Flask,* so that *I can effectively develop backend code*)

1. Install tools: Python, Flask, IDE of choice (2 hours)
2. Sync initial backend code in Github (2 hours)

Infrastructure Task 4 (As a *Housemates backend-developer,* I want to *be able to access a database and begin coding in parallel with my team,* so that *I can begin developing backend code using a database*)

1. Choose a database hosting service (Google Cloud Platform) and configure it (4 hours)
2. Setup backend API a skeleton infrastructure in Python Flask (4 hours)
3. Connect database with backend skeleton (4 hours)

Spike 1 (As a *Housemates developer,* I want *to be able to get an introduction to the backend infrastructure*, so that *I can begin developing backend code*)

1. Develop a sample backend API that interacts with the database

Spike 2 (As a *Housemates developer,* I want *to be able to get an introduction to the frontend infrastructure*, so that *I can begin developing frontend code*)

1. Develop a sample frontend screen in XCode that is user interactive

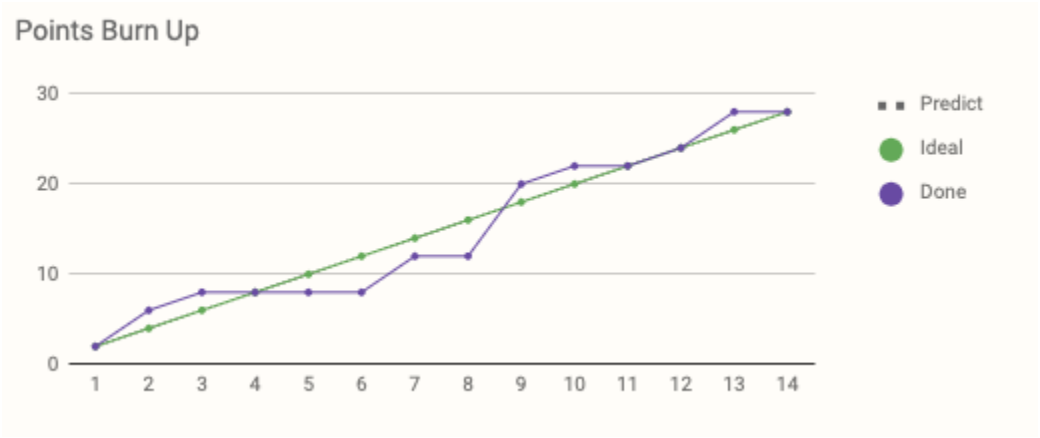
Team Roles
Jackson: Frontend Development
Luciano: Frontend & Backend Development
Jack: Backend Development
Daniel: Backend Development
Kyle: Backend development

Task Assignment
Jackson: Story: 1 | Infrastructure: 2, 3, 4
Luciano: Story: 1 | Infrastructure: 3, 4
Jack: Story: 1 | Infrastructure: 3, 4
Daniel: Story: 1 | Infrastructure: 3, 4
Kyle: Story: 1 | Infrastructure: 1, 3, 4

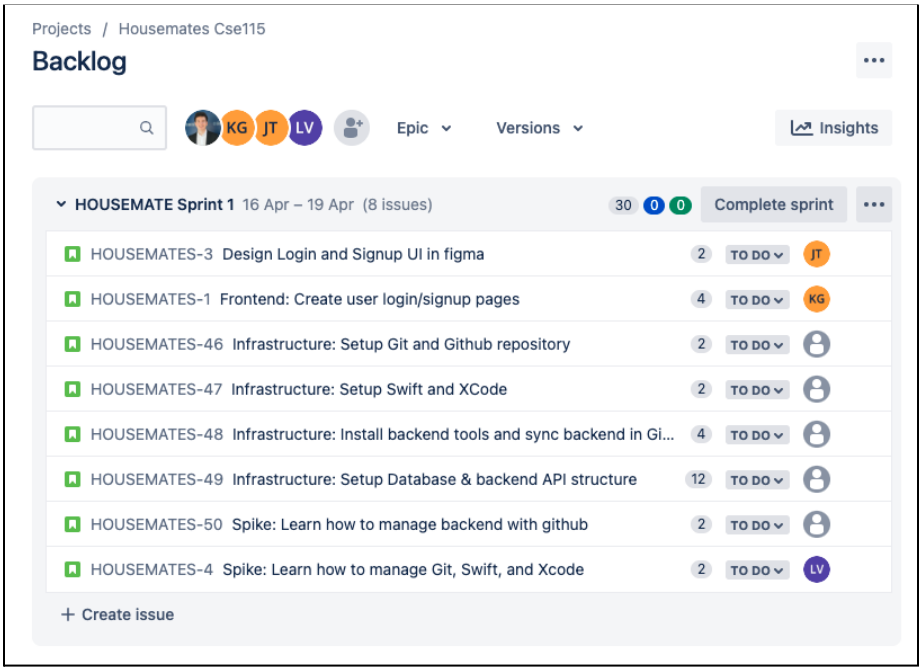
Initial Burnup Chart

Sprint			
	# Days in this sprint	14	Total number of work days in Sprint (exclude public holidays etc)
	Points Target	28	Story Points in sprint after Sprint Planning
	Number of Stories	5	Stories in sprint after Sprint Planning

Points	Day	1	2	3	4	5	6	7	8	9	10	11	12	13	14
	Predict	2	4	6	8	10	12	14	16	18	20	22	24	26	28
	Ideal	2	4	6	8	10	12	14	16	18	20	22	24	26	28
	Done	2	6	8	8	8	8	12	12	20	22	22	24	28	28



Initial Scrum Board:



Scrum times:

- Weekly TA Meeting with Jayjeet: Thursdays at 4:30PM
- Weekly Team meetings: Sundays at 7PM, Monday at 9PM ,Wednesday at 9PM

Sprint 2 Plan, Housemates, Dev Team, Tuesday 4/20/2022 - 5/3/2022, version: 1.0.0 - 4/20/2022

Scrum Master: Kyle Gong

Goal: The goal for sprint 2 is to focus on the User and House objects. The backend team should focus on designing schemes for APIs and database tables. The frontend team will be focusing on designing and developing the screens and segments for: basic navigation, user profile, signup/login page.

User story 2 ("As a *housemate*, I want *to be able to signup and login to my Housemates application across accounts and sessions*, so that *I can securely and persistently access my housemates information")*

1. Backend: create users table in database (2 hours)
2. Backend: Implement *signup* API (2 hours)
3. Backend: Implement *login* API (2 hours)

User story 3 ("As a *housemate*, I want *to be able to easily navigate through the application*, so that *I can easily access all the information in my application")*

1. Figma design of *navigation control* (2 hours)
2. Frontend: Create *customized segues and transitions* (2 hours)

User story 4 ("As a *housemate, I want to be able to view my profile and app settings so that I can see things such as my password, email, notifications…*")

1. Figma design profile page (2 hours)
2. Frontend: Create profile page (2 hours)

User story 5 ("As a *housemate*, I want *to be able to view and add houserules to my house group*, so that *all housemates can have better understanding of the expectations around our living spaces")*

1. Figma design of *view-house-rule* page (2 hours)
2. Figma design of *add-house-rule* page (2 hours)
3. Frontend: Create *view-house-rule* page (2 hours)
4. Fronted: Create *add-house-rule* page (2 hours)
5. Backend: Create house-rule table in database (2 hours)
6. Backend: Implement *get-house-rules* API (2 hours)
7. Backend: Implement *add-house-rule* API (2 hours)

User story 6 ("As a *housemate*, I want *to be able to view and add chores to my house group*, so that *all housemates can coordinate and work together around the house")*

1. Figma design of *view-chores* page (2 hours)
2. FIgma design of *add-chores* page (2 hours)

3. Frontend: Create *view-chores* page (2 hours)
4. Fronted: Create *add-chores* page (2 hours)
5. Backend: Create chores table in database (2 hours)
6. Backend: Implement *get-chores* API (2 hours)
7. Backend: Implement *add-chores* API (2 hours)

User story 7 ("As a *housemate*, I want *to be able to view members in my house group*, so that *I can acknowledge and contact my housemates")*

1. Figma design of *members-list side navigation* (2 hours)
2. Frontend: Create *members-list side navigation* page (6 hours)
3. Backend: Implement *get-user* API (2 hours)

Infrastructure Task 5 (As a *Housemates developer,* I want *to view, add, and edit API documentation, so that as a team we can keep track of all APIs, and understand their input and output*)

1. Create users API table in google docs that specifies the following: type, path, params/data, status (2 hours)

Infrastructure Task 6 (As a *Housemates developer,* I want *to view, add, and edit with the database documentation,* so that *as a team we can keep track of the database schema*)

1. Create database schema table in google docs that specifies the following: table-name, column-name, data-type, description (2 hours)

Team Roles

Jackson: Frontend Development
Luciano: Frontend & Backend Development
Jack: Backend Development
Daniel: Backend Development
Kyle: Backend development

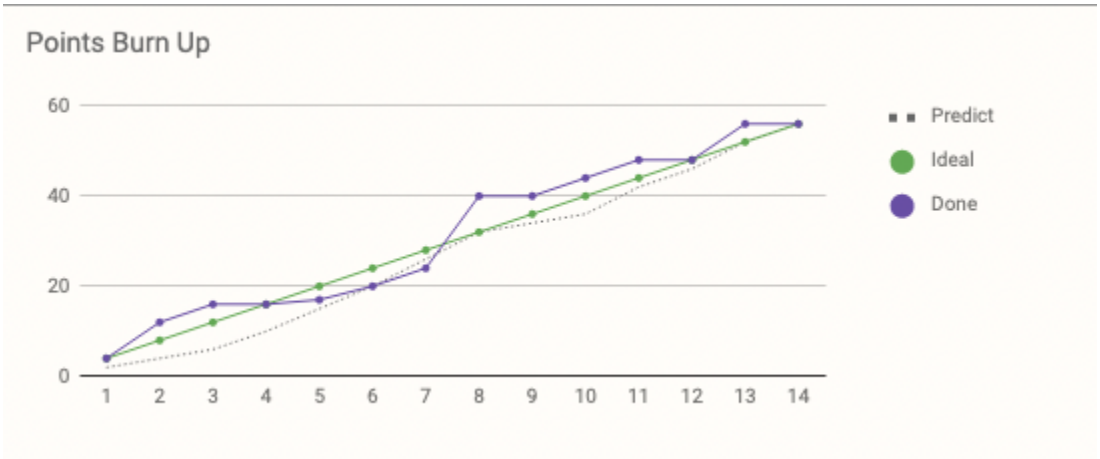
Task Assignment

Jackson: Story: 3,4,5,7 | Infrastructure: 5
Luciano: Story: 2,4 | Infrastructure: 2, 4
Jack: Story: 5, 6 | Infrastructure: 5, 6
Daniel: Story: 2, 6 | Infrastructure: 5, 6
Kyle: Story: 5 | Infrastructure: 5, 6

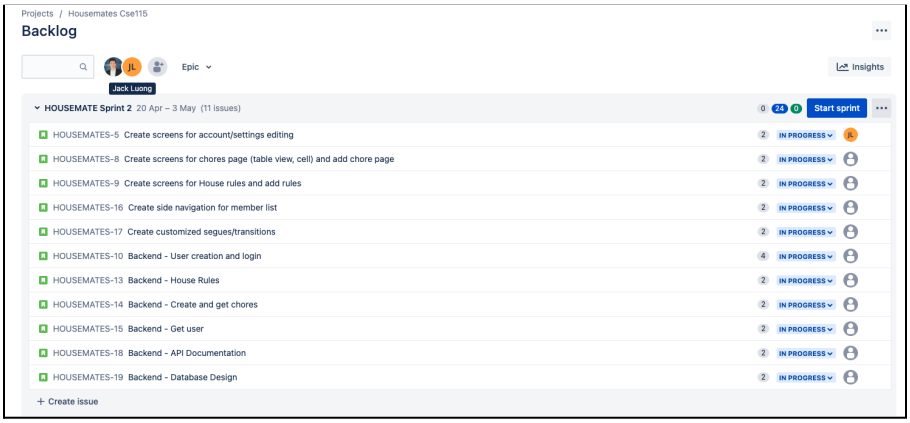
Initial Burnup Chart

Sprint	# Days in this sprint	14	Total number of work days in Sprint (exclude public holidays etc)
	Points Target	56	Story Points in sprint after Sprint Planning
	Number of Stories	5	Stories in sprint after Sprint Planning

Points	Day	1	2	3	4	5	6	7	8	9	10	11	12	13	14
	Predict	2	4	6	10	15	20	26	32	34	36	42	46	52	56
	Ideal	4	8	12	16	20	24	28	32	36	40	44	48	52	56
	Done	4	12	16	16	17	20	24	40	40	44	48	48	56	56



Initial Scrum Board:



Scrum times:

- Weekly TA Meeting with Jayjeet: Thursdays at 4:30PM
- Weekly Team meetings: Sundays at 7PM, Monday at 9PM ,Wednesday at 9PM

Sprint 3 Plan, Housemates, Dev Team, Sunday 5/4/2022- 5/17/2022, version: 1.0.0 - 4/20/2022

Scrum Master: Luciano

Goal: The goal for sprint 3 is to focus on the chore and rule component of our app. As per usual, the backend team focuses on creating the database tables and APIs for backend logic for the component. The frontend team focuses on UI designing and developing screen flows for the chore and rule user stories. The end goal is to have a functioning rule and chore management feature within the app (adding chores/rules, edit chores/rules, delete chores/rules)

User story 8 ("As a *housemate*, I want *to be able to assign, unassign, and edit a chore*, so that *I can edit chores and track what chores I must complete")*

1. Frontend: Connect the backend chores APIs (4 hours)
2. Backend: Implement *assign-chore and unassign-chore* API (4 hours)
3. Backend: Implement *edit-chore* API (4 hours)

User story 9 ("As a *housemate*, I want *to be able to delete chores*, so that *we can clear chores that have already been completed")*

1. Frontend: Connect the backend chores APIs (4 hours)
2. Backend: Implement *delete-chore* API (2 hours)

User story 10 ("As a *housemate*, I want *to persistently signup and login to my application*, so that *my information can be saved across multiple sessions")*

1. Frontend: Connect the *signup & login* APIs (6 hours)

User story 11 ("As a *housemate*, I want *to be able edit house rules*, so that *we can change house rules across many user sessions")*

1. Frontend: Connect the house-rules API (4 hours)
2. Backend: Implement edit-house-rule API (4 hours)

User story 12 ("As a *housemate*, I want *to be able create, join, and leave a house group*, so that I manage a homegroup, be part of a house group, and leave a house group when I want*")*

1. Frontend: Connect the house group API (4 hours)
2. Backend: Implement the *join & leave* house group API (2 hours)
3. Backend: Implement the *create* house group API (2 hours)

User story 13 ("As a *housemate*, I want *to persistently edit my profile*, so that I *can change my personal information across accounts and sessions")*

1. Frontend: Connect the *user-profile* API (6 hours)
2. Backend: Implement *update-user* API (6 hours)

User story 14 (“As a *housemate*, I want *to persistently view and interact with the home page*, so that I *can view the chores and house rules across accounts and sessions”)*

1. Frontend: Connect the *chores and house-rules* API (4 hours)

User story 15 (“As a *housemate*, I want *to share and see my housemates’ schedules*, so that I *can coordinate with my housemates based on their availability.”)*

1. Figma: Design the *schedule* page (2 hours)
2. Frontend: Create the *schedule* page (6 hours)
3. Backend: Implement the *schedule* API (4 hours)

Team Roles

Jackson: Frontend Development
Luciano: Frontend & Backend Development
Jack: Backend Development
Daniel: Backend Development
Kyle: Backend development

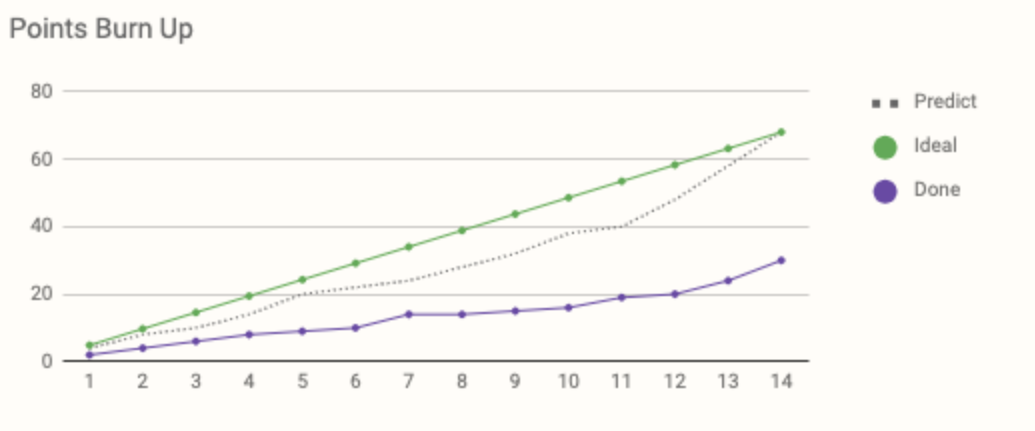
Task Assignment

Jackson: Story: 8,9,10,12,13,14,15 | Infrastructure:
Luciano: Story: 9,21,13 | Infrastructure:
Jack: Story: 12 | Infrastructure:
Daniel: Story: 8, | Infrastructure:
Kyle: Story: 12 | Infrastructure:

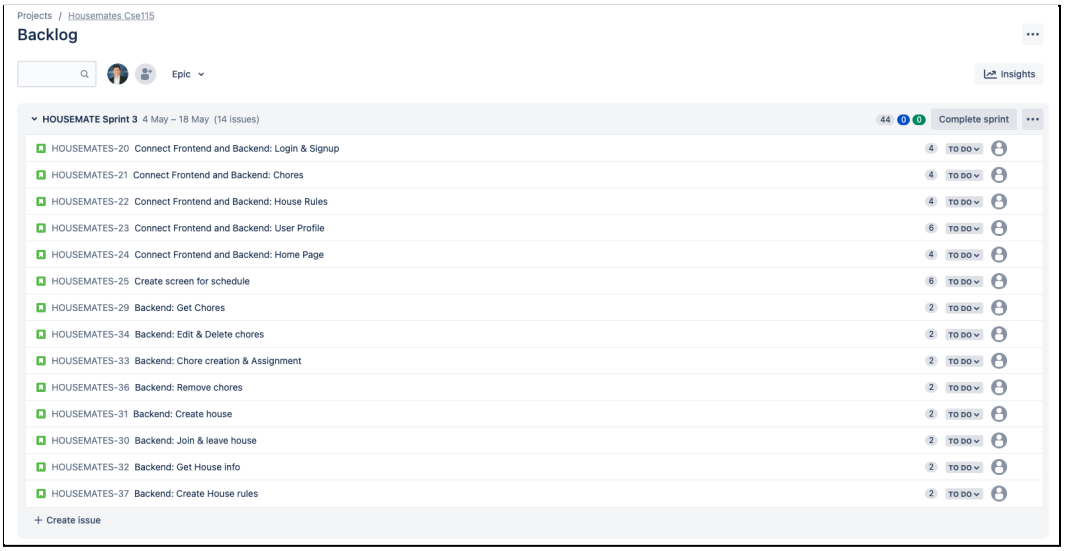
Initial Burnup Chart

Sprint			
	# Days in this sprint	14	Total number of work days in Sprint (exclude public holidays etc)
	Points Target	68	Story Points in sprint after Sprint Planning
	Number of Stories	8	Stories in sprint after Sprint Planning

Points	Day	1	2	3	4	5	6	7	8	9	10	11	12	13	14
	Predict	4	8	10	14	20	22	24	28	32	38	40	48	58	68
	Ideal	5	10	15	19	24	29	34	39	44	49	53	58	63	68
	Done	2	4	6	8	9	10	14	14	15	16	19	20	24	30



Initial Scrum Board



Scrum times:

- Weekly TA Meeting with Jayjeet: Thursdays at 4:30PM
- Weekly Team meetings: Sundays at 7PM, Monday at 9PM ,Wednesday at 9PM

Sprint 4 Plan, Housemates, Dev Team, Sunday 5/18/2022- 5/31/2022, version: 1.0.0 - 6/01/2022

Scrum Master: Jack Luong

Goal: The main goal we focused on for Sprint 4 was finishing up all of the voting house_rule_APIs and connecting all of these API's to the front-end. We also focused on creating tests for all of our functions in the back-end and user-interface tests for the front-end. If we have time, we will also try to add housemate schedules by first pulling the database from the google API database and connecting it with the front-end.

User story 16 ("As a *housemate*, I want *to be able to vote for which house rule I want implemented* so that *I can have a say on the foundations that my housemates should follow")*

1. Frontend: Connect voting APIs (4 hours)
2. Backend: Implement the update_*house_rule*_voted_num API (6 hours)

User story 17 ("As a *housemate*, I want *to be able to see all the house rules I haven't voted on*, so that *I can have a chance to vote on every single house rule")*

1. Frontend Connect voted rule APIs (4 hours)
2. Backend: Implement the get_unvoted_*house_rules API* (6 hours)

User story 18 ("As a *housemate*, I want *to be able to see the house rules that have been approved and haven't been approved*, so that *I can see which house rules the majority of my housemates").*

1. Frontend: Connect approval rule APIs (2 hours)
2. Backend: Implement the get_approved_house_rules API (4 hours)
3. Backend: Implement the get_not_approved_house_rules API (2 hours)

User story 19 ("As a *housemate*, I want *to share and see my housemates' schedules across accounts and sessions*, so that I *can coordinate with my housemates based on their availability.")*

1. Frontend: Connect *schedule* API (6 hours)
2. Backend: Create schedule API (6 hours)

Infrastructure Task 7 (12 hours) "As a *housemate developer*, I want to be able to run unit tests on all my functions, so that I can determine the functionality of the frontend and backend systems"

1. Frontend: Create unit tests for user actions (6 hours)
2. Backend: Create unit tests for APIs (6 hours)

Team Roles

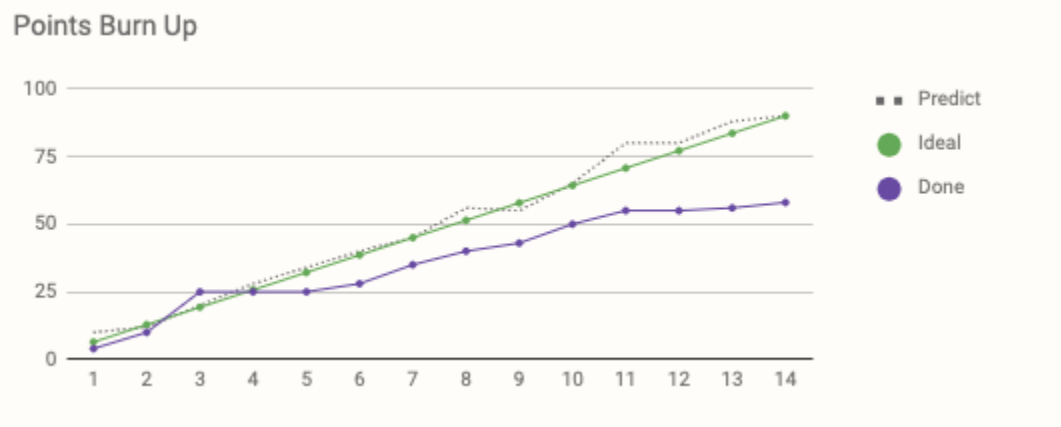
Jackson: Frontend Development
Luciano: Frontend & Backend Development
Jack: Backend Development
Daniel: Backend Development
Kyle: Backend development

Task Assignment
Jackson: Story: 16, | Infrastructure: 7
Luciano: Story: 16,17,18 | Infrastructure: 7
Jack: Story: 17, 18 | Infrastructure: 7
Daniel: Story: 17 | Infrastructure: 7
Kyle: Story: 16, 17 | Infrastructure: 7

Initial Burnup Chart

Sprint			
	# Days in this sprint	14	Total number of work days in Sprint (exclude public holidays etc)
	Points Target	90	Story Points in sprint after Sprint Planning
	Number of Stories	4	Stories in sprint after Sprint Planning

Points	Day	1	2	3	4	5	6	7	8	9	10	11	12	13	14
	Predict	10	12	20	28	34	40	45	56	55	65	80	80	88	90
	Ideal	6	13	19	26	32	39	45	51	58	64	71	77	84	90
	Done	4	10	25	25	25	28	35	40	43	50	55	55	56	58



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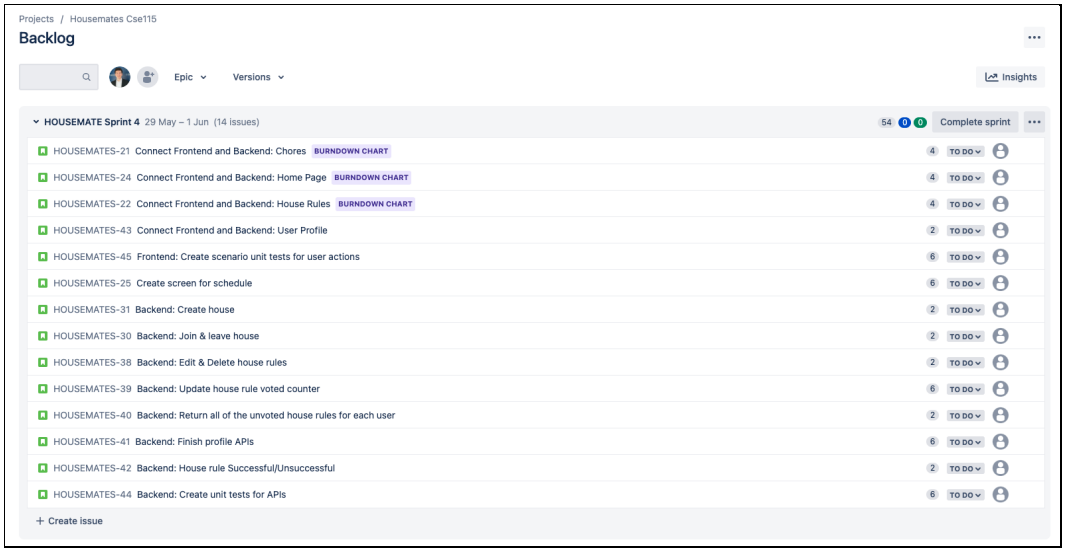

Scrum times:

- Weekly TA Meeting with Jayjeet: Thursdays at 4:30PM
- Weekly Team meetings: Sundays at 7PM, Monday at 9PM ,Wednesday at 9PM