Sprint 1 Plan for the "Amazing Music" Project

Team: Amazing Music
Project Owner: ChongWei Zhao
Initial Scrum Master: William Whelan
Members: Inyoung Cho, Bali Southam, DongYeun Lee
7/7/18
-Updated 7/14/18
-Updated 7/15/18
-Updated 7/23/18

High Level Goals:
We hope to create the program to allow the user to import and play audio files. We also hope to set up basic aspects of the server which we will continue to work on in Sprint 2.

Task Listing, Organized by User Story: (# of hours expected for each task in parentheses)

1. As a user, I can import music from my local disk. **Story Points**: 2
    a. Read audio files with java.io.*; (1hr)
    b. Decode audio file into arrays (3.5hr)
    c. Load decoded arrays into software as timeline (4hr)

2. As a user, I can know if a file is a valid audio or not. **Story Points**: 5
    a. Read file header of the music file. (2hr)
    b. Validate file header of the music file. (30min)

3. As a user, I can play music in this software. **Story Points**: 13
    a. Import file by calling windows file explorer (3hr)
    b. decode the import file (a wav file) into array (2hr)
    c. read each element in the array to the Java audio function (2hr)

4. As a user, I want to be able to share music with other people. **Story Points**: 21
    a. Implement a client machine that can communicate(send and receive information) with the server using the socket framework. (2hr)
    b. Make the client machine can send proper object(linked list) as a request to the server (2hr)
    c. Implement a server machine that can communicate(send and receive information) with the client machine using the socket framework. (3hr)
    d. Make the server can receive proper object(linked list) as request from the client (3hr)
    e. Make a decoder for client's request that client send to server. Decoder plays a role in dividing the linked list into proper information units for convenience. (3hr)
    f. Create a shell(wrapper function) to activate and run the whole server. (2hr)
    g. Decide what and which API we need to expose to Internet and how (2hr)

h. Make these APIs so they can be accessed right after something comes in from the open port (2hr)

Team Roles:
Mason: Front end developer
William: Front end developer
Bali: Front end developer
Inyoung: Back end developer
Dong Yeun: Back end developer

Initial task assignment:
Mason: User story 3 and 4
William: User story 1
Bali: User story 2
Dong Yeun: User story 4
Inyoung: User story 4

Initial Burnup Chart:

Initial Scrum Board:
Provided in GitHub

Meeting Times:

M/W/Sa: 1-3 p.m
T/Th: 9 – 12:30 p.m

TA1: M 3:15-3:45 p.m
TA2: Th 11:00-11:30 a.m