Sprint 3 Plan for the "Amazing Music" Project

Team: Amazing Music
Project Owner: ChongWei Zhao
Scrum Master: Inyoung Cho
Members: Bali Southam, William Whelan, DongYeun Lee
7/17/18
-Updated 7/17/18

High Level Goals:
We hope to create the program so it allows the user to play, edit, and share their music within the User Interface.

Task Listing, Organized by User Story: (# of hours expected for each task in parentheses)
Tasks are listed underneath User Stories as A, B, C, etc. Next to each User Story is our estimated User Story Points (which we determined when we created the Release Plan).

1. As a user, I want to navigate an attractive and easy-to-use interface where I can click to play, edit, and share audio files. (User Story Points: 8)
   A. Redesign the layout of the Interface so that it can be achieved in Qt software. (2hr)
   B. Recreate the User Interface in Qt software using C++ programming language. (6hr)
2. As a user, I want to play the music in the application (User Story Points: 5)
   A. Rewrite the music playing part from Java to C++. (6hr)
3. As a user, I want to edit the music in the application (User Story Points: 13)
   A. Implement a filter combination in FFmpeg that alters the pitch of an audio track. (8hr)
   B. Implement a filter combination in FFmpeg that alters the tempo of an audio track. (6hr)
4. As a user, I want to be able to search other's music artworks. (User Story Points: 13)
   A. Implement the search feature so that client can search others' music(url) in the server. (5hr)
5. As a user, I want to be able to download other's music from the server. (User Story Points: 8)
   A. Implement the download feature so that client can download from url. (3hr)
   B. Make connection between file server and general purpose server. (3hr)
   C. Make connection between UI and the music playing code. (3hr)
   D. Make connection between UI and the music editing code. (4hrs)
   E. Make a connection between the entire front-end code and server. (8hr)
6. As a user, I want the application to be reliable and bug-free. (User Story Points: 13)
   A. Make the rigorous unit test code for server part. (7hr)
   B. Make the unit test code for music playing part. (3hr)
   C. Test all of the functions of the User Interface. (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 (Total expected hours):
Mason: 2A, 5C, 5D, 6B   (16)
William: 3A, 3B   (14)
Bali: 1A, 1B, 6C   (10)
Dong Yeun: 4A, 5A, 6A   (15)
Inyoung: 5B, 5E   (11)

Initial Burnup Chart:
Provided in Github as "Sprint 3 Initial Burnup Chart"

Initial Scrum Board:
Provided in GitHub as "Sprint 3 Initial Trello Board"

Meeting Times:
M/W/Sa: 1-3 p.m
T/Th: 10-12 p.m

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