Sprint 2 Plan for the “Amazing Music” Project

Team: Amazing Music

Project Owner: ChongWei Zhao

Scrum Master: Bali Southam

Members: Inyoung Cho, William Whelan, DongYeun Lee

7/10/18

**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)**

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.
   1. Design drafts for all possible displays in the User Interface. (2)
   2. Create the User Interface for the main page the user will see. (4)
   3. Create the User Interface for the play, edit, and share pages. (6)
2. As a user, want to be able to play my audio track in the app.
   1. Decode the audio file into array. (3)
   2. Set up a timeline for the audio file. (6)
   3. Combine the timeline and the array. (2)
   4. Read and play each element on the timeline. (6)
3. As a user, I want to adjust the volume, speed, and pitch of my audio files.
   1. Create volume editing function for user-end software. (3)
   2. Create speed editing function for user-end software. (3)
   3. Create pitch editing function for user-end software. (3)
   4. Use JNI to run the FFMPEG library in Java. (5)
4. As a user, I want to be able to share music with other people.
   1. Make a shell. (1)
   2. Decide what and which API & core function in the server related with core functions for user-end software. (3)
   3. Make a *File Server* that can receive and process incoming files. (4)
   4. To control the *DB*, make SQL operation in Java (e.g. read DB, write DB, create a user profile, etc). (5)
   5. Discuss and design *core functions* that works in the server with SQL operation. (4)
   6. Make *core functions*. (6)
   7. Debug core functions and make test codes. (5)

[Total hours: 71 hrs]

**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: User story 2, all tasks (17)

William: User story 3, all tasks (14)

Bali: User story 1, all tasks (12)

Dong Yeun: User story 4, tasks B, D, F (14)

Inyoung: User story 4, tasks A, C, E, G (14)

**Initial Burnup Chart:**

Provided in Github as “Sprint 2 Initial Burnup Chart”

**Initial Scrum Board:**

Provided in GitHub as “Sprint 2 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