

Sprint 3 Plan

Product: GoLift

Team Name: Team Squat Squad

Release Name: Release 2

Sprint Completion Date: July 26

Revision One

Revision Date: July 18

Goal: Put the finishing touches on the app, work on fixing the design, and making it look nicer.

Tasks:

As someone who does not use a lot of technology, I want an easy to use app.

Work on making app more user-friendly (2 hours)

As a person that has never worked out before, I would like suggestions on what would help.

Implement quiz (1 hour)

Implement research (1 hour)

As a person that tends to choose apps based on how they look, I want an application that is aesthetically pleasing.

Choose final layout of app (1 hour)

Implement final layout (3 hours)

Make an app that is pleasing to the eyes (2 hours)

Team Roles:

Merrick Swaffar: (Product Manager)

Nishika Tripathi: (Scrum Master)

Siobhán O'Shea: (Scrum Master)

Jenna Wu: (Team - designer)

Peyton Fonck: (Team - developer)

Initial Task Assignment:

Merrick Swaffar: *As someone who does not use a lot of technology, I want an easy to use app.*

Work on making app more user-friendly (2 hours)

As a person that tends to choose apps based on how they look, I want an application that is aesthetically pleasing. Implement final layout (3 hours), Make an app that is pleasing to the eyes (2 hours)

Nishika Tripathi: *As a person that has never worked out before, I would like suggestions on what would help.* Implement quiz (1 hour), Implement research (1 hour)

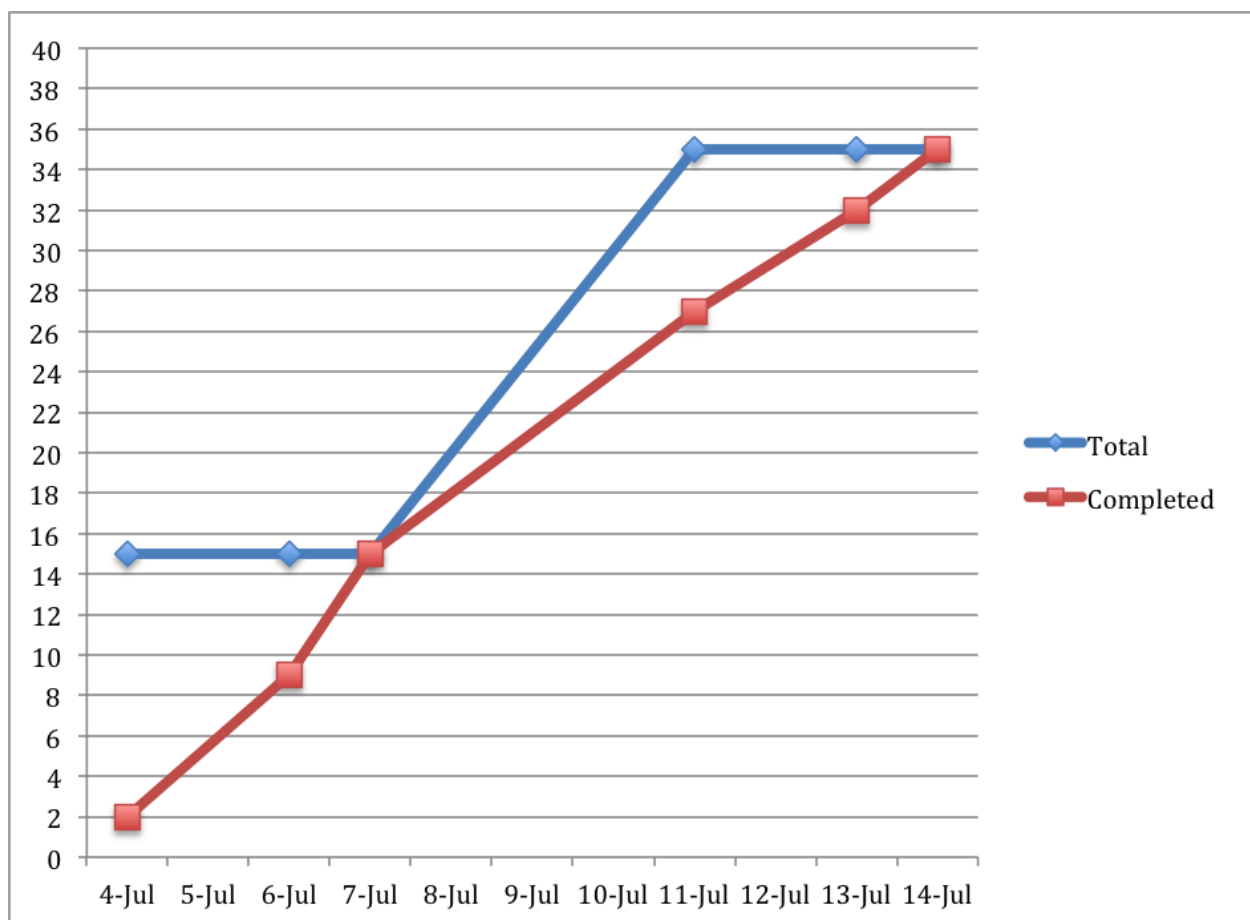
Siobhán O'Shea: As a person that has never worked out before, I would like suggestions on what would help. Implement quiz (1 hour) Implement research (1 hour)

Jenna Wu: As a person that has never worked out before, I would like suggestions on what would help. Implement quiz (1 hour), Implement research (1 hour)

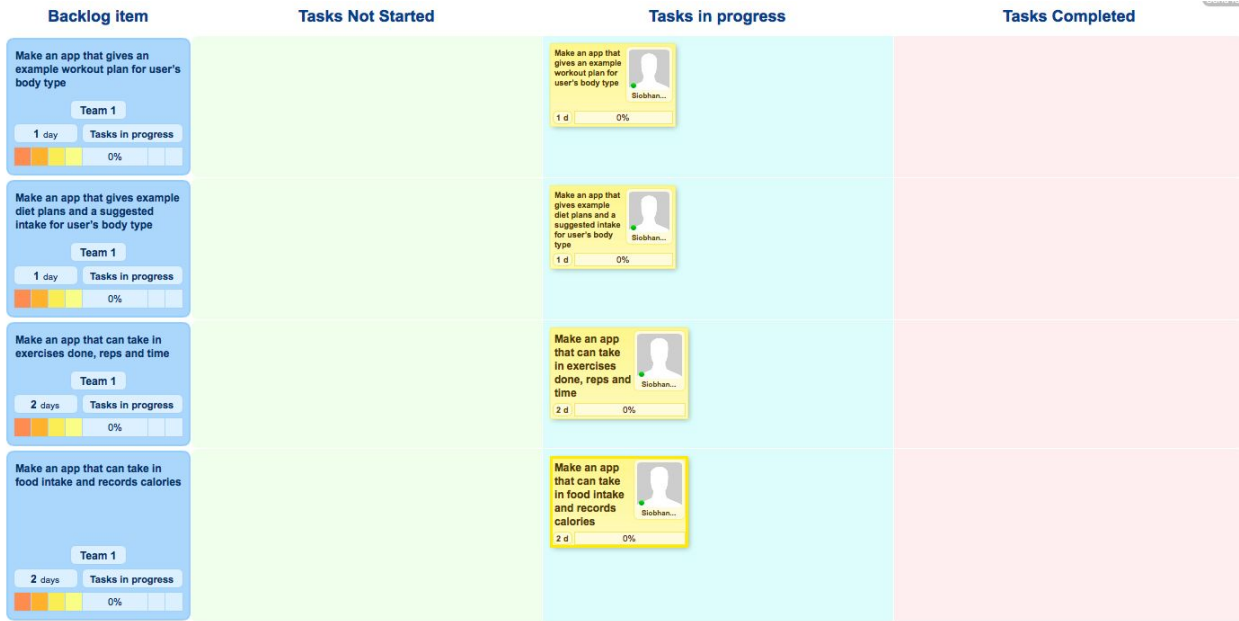
Peyton Fonck: As someone who does not use a lot of technology, I want an easy to use app. Work on making app more user-friendly (2 hours)

As a person that tends to choose apps based on how they look, I want an application that is aesthetically pleasing. Implement final layout (3 hours), Make an app that is pleasing to the eyes (2 hours)

Initial Burnup Chart:



Initial Scrum Board



Scrum Times

Monday 4:30

Wednesday 4:30

Thursday 12:30