<div align="center">**Sprint 2 Plan**</div>

Product name: QuickPick
Team name: DFS Development team
Sprint Completion date: February 21, 2018
Revision number: 2.0
Revision date: February 7, 2018

- **Goal:** The goal of sprint 2 is to implement more settings for lineup optimization with more emphasis on proper testing and following code guidelines.

- **Task Listing:**
  1. ***User story 1****: As a DFS player I want a "constraint" to pick an attribute(column) to maximize in order to output a lineup* ^(objective maximization function for maximizing a specific chosen column)
     - 1.1. *Create drop down menu,* **time: 1 hour**
     - 1.2. *Create a function specify a column(selects a column in the gui),* **time: 6 hours**
     - 1.3. *Add functionality to backend Optimizer (selecting a column in the gui from dropdown menu):* **time: 1 hour**

     Total for user story 1: 8 hours
     Acceptance: Able to choose an input column/ optimizer is able to optimize based on that column

  2. ***User story 2****: As a DFS player I want an option to display names in a chosen column so that the output looks cleaner* ^(for what to use an identifier when reading team output so I can understand which players were chosen)
     - 2.1. *Display the optimized list of names in bottom half of GUI,* **time: 4 hours**
     - 2.2. *GUI setting with check box to choose what to display of header options,* **time: 6 hours**

     Total for user story 2: 10 hours
     Acceptance: Able to choose column where names are stored, and correct names are displayed

  3. ***User story 3:*** *As a DFS player I want a 'constraint' for the number of unique values(really strings) in each column so I can limit the number of players in each position/team*
     - 3.1. *Create buttons or text entry that limits the number of players,* **time: 2 hours**
     - 3.2. *Save number to interface(text file) so the optimizer can read it.* **time: 2 hours**
     - 3.3. *Add functionality to backend Optimizer (loop over unique column values and add constraint for each unique value) ,* **time: 5 hours**

     Total for user story 3: 9 hours
     Acceptance: The value for the constraint updates the number of players in each column and can be changed or updated as the user needs.

  4. ***User story 4:****As a DFS player I want savable configurations so I can easily reuse my configurations multiple times*
     - 4.1. *Create subfolder to hold configuration text files,* **time: 2 hours**

4.2.   *Write configurations file from GUI (that will be read by optimizer immediately),* ***time: 3 hours***

4.3.   *Read written configurations file in backend optimizer(parse and assign variables),* ***time: 3 hours***

4.4.   *Save configurations file from GUI for later use****, time: 3 hours***

4.5.   *Read configurations file from GUI, (reload settings),* ***time: 3 hours***

Total for user story: 14 hours
Acceptance: Able to save settings to save folder/files and load from save folder/files back into the variables in the code.

- **Initial task assignment:**

  Gautam Sarkar: User Story 1, task 1.3
  Joelle Steichen: User Story 3, task 3.1
  Ben Sherriff: User Story 4, task 4.1
  Nagie Khant: User Story 1, task 1.1
  Joey Casteloes: User Story 2, task 2.2
  Edmund Yu: User Story 1, task 1.3

- **Team roles:**

  Gautam Sarkar: Product Owner, Developer
  Joelle Steichen: Developer
  Ben Sherriff: Developer
  Nagie Khant: Developer
  Joey Casteloes: Scrum Master, Developer
  Edmund Yu: Scrum Master, Developer

- **Scrum times:**

  Tuesdays   11:00am - 11:20am (TA meeting)
  Wednesday   11:30am - 11:45am
  Thursday   3:30pm - 3:45pm