

## Sprint 3 Plan

### Product: Physical Time iOS Application

### Team: The Physical Time Team

Date: February 18, 2018

## 1 Goal

In short, we want to be able for the user to manually configure an augmented clock of their own and display it accordingly. Along with this, we would like to see headway made with other features for the application, or dynamic placing of various icons around our clock to indicate the time of day based on the sun's location (e.g. sunrise, sunset, dusk, dawn, etc).

## 2 Task Listing

- As a user, I want to be able to enter my own values to manually augment the clock and see where the sun is based on the augmented clock (i.e. see what times sunrise, sunset, dusk, dawn occur according to the augmented clock).
  - Task 1: Create an HTML form so that the user can enter their information for the augmented clock (1 hour)
  - Task 2: Create a JavaScript function to continually rebuild the clock object on each "submit" of the form (if the user enters invalid input, write JavaScript to inject HTML to prompt a pop-up to the user to tell them that they have input false/no information) (7 hours)

Total: 8 hours

- As a developer, I want to start on the visualization to show the user where the sun is relative to where they are on the Earth.
  - Task 1: Research visualization tools or pluggables that can be used to create this visualization (whether it be d3.js or some other tool). (3 hours)
  - Task 2: Start creating the visualization (5 hours)

Total: 8 hours

- As a developer, I want to be able to dynamically change the background based on the current time (so that it reflects the time of day, like night, nadir, et cetera).
  - Task 1: Write a JavaScript function to prompt the user to get their current location (3 hours)
  - Task 2: Using the user's location, use the suncalc.js library to find the time of day, based on the sun, and based off of the user's location (e.g. nautical dusk) (6 hours)
  - Task 3: Dynamically inject HTML/CSS code to change the background (1 hour)

Total: 10 hours

### **3 Team Roles**

- Khai Hua, developer
- Cristian Gonzales, developer (Scrum master)
- Stephen Ouyang, developer (Product Owner)
- George Somers, developer

### **4 Initial Task Assignment**

- Khai Hua: story 2, task 2 & story 3, task 1 & 3
- Stephen Ouyang: story 2, task 1 & story 2, task 2
- Cristian Gonzales: story 2, task 2 & story 3, task 2
- George Somers: story 2, task 1 & story 1, task 1

### **5 Burnup chart included separately**

### **6 Scrum board found on Trello**

### **7 Scrum Times**

Wednesday and Friday at noon, and Tuesdays at around 10:30AM with TA.