**Sprint 1 Plan**
**Product: Physical Time iOS Application**
**Team: The Physical Time team**
**Date: January 21, 2018**
**Revised: March 6, 2018**

# 1 Goal

Primarily, we want to get a thorough and dense backlog to work off of and familiarize ourselves with the microframeworks and frameworks involved, and also familiarize ourselves with the development environment.

# 2 Task Listing

- As a developer, I want to decide what tools we will be working with and familiarize myself with them.

    - Task 1: Learn JavaScript, HTML, CSS, jQuery, and a little bit of D3.js (10+ hours).
    - Task 2: Research different sun movements (3 hours).
    - Task 3: Learn Swift and xCode (5 hours)

  Total:  18-23 hours

- As a user, I want to be able to see certain data points for the state of the sun based on my location.

    - Task 1: Use the microframework, suncalc.js (10 hours)

  Total: 10 hours

# 3 Team Roles

- Khai Hua, developer (Scrum master)

- Cristian Gonzales, developer

- Stephen Ouyang, developer (Product Owner)

- George Somers, developer

# 4 Initial Task Assignment

- Khai Hua: story 1, task 3

- Cristian Gonzales: story 1, task 2 & story 2, task 1

- Stephen Ouyang: story 1, task 3

- George Somers: story 1, task 3 & story 2

## 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.