

Sprint 2 Plan

Product: Physical Time iOS Application

Team: The Physical Time Team

Date: February 4, 2018

1 Goal

In short, for this sprint we aim to present a [hardcoded] augmented clock with a decent user interface to navigate to that feature, and other features.

2 Task Listing

- As a user, I want to see a augmented clock that displays a 24-hour time format in one clock rotation (usually 12 hours), with 4 hour divisions.
 - Task 1: Research and find a pluggable clock or d3 plugin to easily visualize a regular clock (3 hour)
 - Task 2: Tinker with the values in the clock to augment the value (3 hours)

Total: 6 hours

- As a user, I want to see a decent UI in the works so that I may easily navigate the application and know the exact purpose it serves (with no prior knowledge of the application).
 - Task 1: Learn about jQuery (2 hours)
 - Task 2: Write some boiler plate code for the application skeleton (6 hours)

Total: 8 hours

- As a developer, I want to integrate an easy-to-use visualization framework to create the clock (e.g. d3.js).
 - Task 1: Research about d3.js (1 hours)
 - Task 2: Take a look at other alternatives to d3 and tradeoffs in terms of user experience (UX) (3 hours)

Total: 4 hours

3 Team Roles

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

4 Initial Task Assignment

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