

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).

Total: 13-18 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 1 & 2
- Cristian Gonzales: story 1, task 2 & story 2, task 1
- Stephen Ouyang: story 1, task 1 & 2
- George Somers: story 1, task 2 & story 2, 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.