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CSC 424 – Software Engineering II

Spring 2017

Prof. Lindy Nelson

Sprint Plan – Sprint Three

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**I.** **Sprint Name**

Sprint 3.

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**II. Sprint Goals and Dates**

Courtney – create mock-up for every webpage, sprint documents

Mark – scrum master, create queries to add / get info from database, based on boxes from mockups

Jonathan – php code academy, finish create / edit race functionality, product owner

Nick – experimenting with php to create a functional database, get at least one textbox communicating with database

Dean – finish create / edit race functionality,

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**III.** **Sprint Backlog**

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**IX.** **Team Commitment**

- Text based communication when outside meetings, follow up with voice or email as needed

- Any time a roadblock comes up, notify team as soon as team member knows so team can best figure out how to adapt

- daily communication via with e-mail with scrum master

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**X.** **Issues and Concerns**

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**XI.** **Meeting Schedule**

- Sunday meetings at 1:30

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**XII.** **Communication and Logistics Plan**

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**XIII. Collaboration Tools**

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