Product: SurfsUp
Team Name: The Kooks
Sprint Completion: 11/4/18
Revision 1.0

Sprint #3 Plan

Goal: The overall goal of this sprint is to get surf recommendations working accurately for both individuals and groups.

Tasks by User Story:
- (4) As a group owner, I want to be able to set a window when my group wants to surf, so the site knows when to recommend a time.
  - A. (2hr) Have group members be able to choose a time window
  - B. (2hr) Make sure the time window is the same for everyone
- (22) As a group, I want to be able to request a surf recommendation for my group in the window, so I know when and where to surf
  - C. (2hr) Display the groups you are a part of on the surf page
  - D. (13hr) Have any member request a recommendation for the group and have it saved for everyone
  - E. (7hr) Notify all users of the surf recommendation and time window
- (4) As a group I want to be able to confirm or deny that a surf session happened, so you can keep track of when you surf
  - F. (2hr) Ask members to confirm or deny the surf session after the surf window is passed
  - G. (2hr) If it happened, save the group
- (15) As a user, I want to be able to request a recommendation for myself in the window that takes into account my experience level and live surf data, so that I can have a good surf session.
  - H. (4hr) Incorporate user skill level into recommendation
  - I. (4hr) Incorporate all surf data in the time range to make a recommendation.
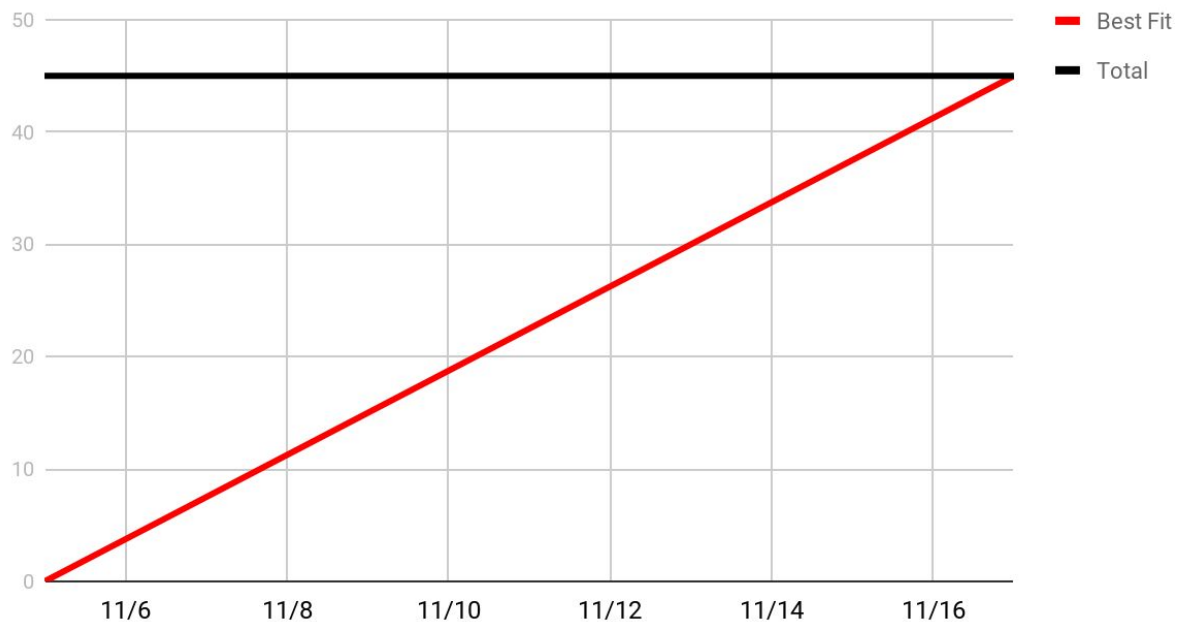
Team Roles:
- Sean Odnert: Product Owner, Developer
- Mark Hiserodt: Developer
- Daniel Aguiar: Developer, Scrum master
- Andrew Haukness: Developer

Initial Task Assignment:
- Sean Odnert: C, D, E
- Mark Hiserodt: F, G
- Daniel Aguiar: A
- Andrew Haukness: B, C

Initial Burnup Chart:

Points scored

Initial Scrum Board:

https://github.com/SOSharkie/SurfsUp/projects/3

Scrum Times:
- Tuesday 1:00 PM (TA Meeting)

- Thursday 4:00 PM
- Friday 4:00 PM
- Sunday 8:00 PM