Sprint 1 Plan - SlugSense (Mobile app) - The Other Sense - Sprint end date: 7/10/17 - Revision 1 (7/9/17)

High Level goals: We want to familiarize ourselves with the Material Design guidelines,

As a user, I want to see a welcome screen when I open the app.
- Task 1

Team Roles
- Daniel Friberg (dfriberg@ucsc.edu) (Developer)
- Sherif Elsaid (selsaid@ucsc.edu) (Developer)
- Yuqiao Jiang (yujiang@ucsc.edu) (Developer)
- Christopher Henson (cbhenson@ucsc.edu) (ScrumMaster, Developer)
- Heather Eagle (heagle@ucsc.edu) (Product Owner, Developer)
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Initial Task Assignment

Initial Burnup Chart

Initial Scrum Board

Scrum Times
- Friday (7/6/17) 12:00 PM
- Saturday (7/7/17) 6:30 PM
- Sunday (7/9/17) 5:00 PM