**Sprint 2 Plan**

* SlugSense (Mobile app)
* The Other Sense
* Sprint end date: 7/17/17
* Revision 1 (7/11/17)

**High Level Goals:**

* A demo-able application that encapsulate key features with our new UI design.

User story 1 (“As a developer, I want a draft for layout, so that the team can have a shared vision of the application.”)

* Create the paper mock up for the entire hybrid app [1]
* Create a sketch mock up for the login page with material design [3]
* Create a sketch mock up for the chart page (main UI) with material design [3]
* Create a sketch mock up for the sliding menu with material design [3]

User story 2 (“As a user, I want to be able to login to my account, so that I only see information relevant to myself.”)

* Implement the design for the login page [2]
* Communicate with the backend for authentication [5]

User story 3 (“As a user, I want to view the information from my sensors in a chart, so that I can visualize my irrigation habits.”)

* Visualize the data into graph using JSON from API or fake data [10]
* Get the JSON date from API [5]
* Create the Toggle button for the Chart (daily and weekly) [2]

**Team Roles:**

* Heather Eagle (​heagle@ucsc.edu​) (Product Owner, Developer)
* Daniel Friberg (dfriberg@ucsc.edu) (Scrum Master, Developer)
* Yuqiao Jiang (​yujiang@ucsc.edu​) (Scrum Master, Developer)
* Christopher Henson (cbhenson@ucsc.edu) (Developer)
* Sungyun Won (​swon4@ucsc.edu​) (Developer)
* Sherif Elsaid (​selsaid@ucsc.edu​) (Developer)

Initial Task Assignment

Initial Burnup chart

Initial Scrum Board

**Scrum times:**

* Tuesday (7/11/17) 1:30 PM
* Thursday (7/13/17) 1:30 PM [with TA]
* Saturday (7/15/17)