UCSC Plaza
Sprint 3:

Team Amlesh the Great
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Hobin Ryu, Seungwoo Lee
Amlesh Sivanantham, and James Garbagnati

High Level Goals

- To build the working prototype, Combine all the features that we have implemented so far.

- To test robustness of the product so that it is functionally stable.

User Stories for Release

Sprint 1

- (3) User Story 1: As an event planner, I want to add or delete my events, so that other members of UCSC can see if my event is available.

    - Task 1. Send input as json data file. (2 hour)
    - Task 2. Insert Event and its details into the database. (2 hour)

    Total for User Story: 4 hours

- (2) User Story 2: As an event-goer, I want to be able to see details of an event, so that I can decide whether or not to go.

    - Task 1. Be able to pull details from the database. (2 hour)

    Total for User Story: 2 hours

- (3) User Story 3: As an event-goer, I want to be able to search for specific events, so that I may find the event that I need.

    - Task 1. Implement layout. (2 hour)

    Total for User Story: 2 hours

- (2) User Story 5: As an event-goer, I want to be able to send or rescind an application to a specific event, so that the event planner knows whether I will attend or not.

- Task 1. Make the submit button funcitonal. (1 hour)
- Task 2. Send user info to the event database. (2 hour)
- Task 3. Send confirmation to the user, and show them their current status on the event details page. (2 hour)
- Task 4. Be able to cancel status. (1 hour)

Total for User Story: 6 hours

- (2) User Story 6: As an event planner, I want to be able to see who applied to my event and be able to accept or decline their application, so that event-goers know if they are allowed to participate or not.

  - Task 1. Recieve the list of users who applied to the event from the server. (1 hour)
  - Task 2. Display the list on the event details page with accept and reject options. (2 hour)
  - Task 3. Send acceptance status to the server. (1 hour)
  - Task 4. Notify applicant of their status. (1 hour)

Total for User Story: 5 hours

- (1) User Story 7: As an event planner, I want to be able to manage my event, so that I can apply certain constraints to the event.

  - Task 1. Design layout for the management page. (3 hour)

Total for User Story: 3 hours

- (5) User Story 8: As an event-goer, I want to see the current and maximum attendance for the event, so that I can ensure there is space for me to attend and that it is not overcrowded.

- (5) User Story 9: As an event-planner, I want to ensure that my event does not exceed maximum attendance, so that my event is not overcrowded and has enough room for all event-goers.

Team Roles

- Kyungmin So: Product Owner, Back-end Developer

- Youngsoo Jang: Front-end Developer

- Hobin Ryu: Scrum Master, Front-end Developer

- Seungwoo Lee: Designer

- Amlesh Sivanantham: Scrum Master, Front-end Developer

- James Garbagnati: Front-end Developer

Intial Task Asignment

- Kyungmin So: User Story 2, Task 1

- Youngsoo Jang: User Story 7, Task 1

- Hobin Ryu: User Story 1, Task 1

- Seungwoo Lee: Designer

- Amlesh Sivanantham: User Story 5, Task 1

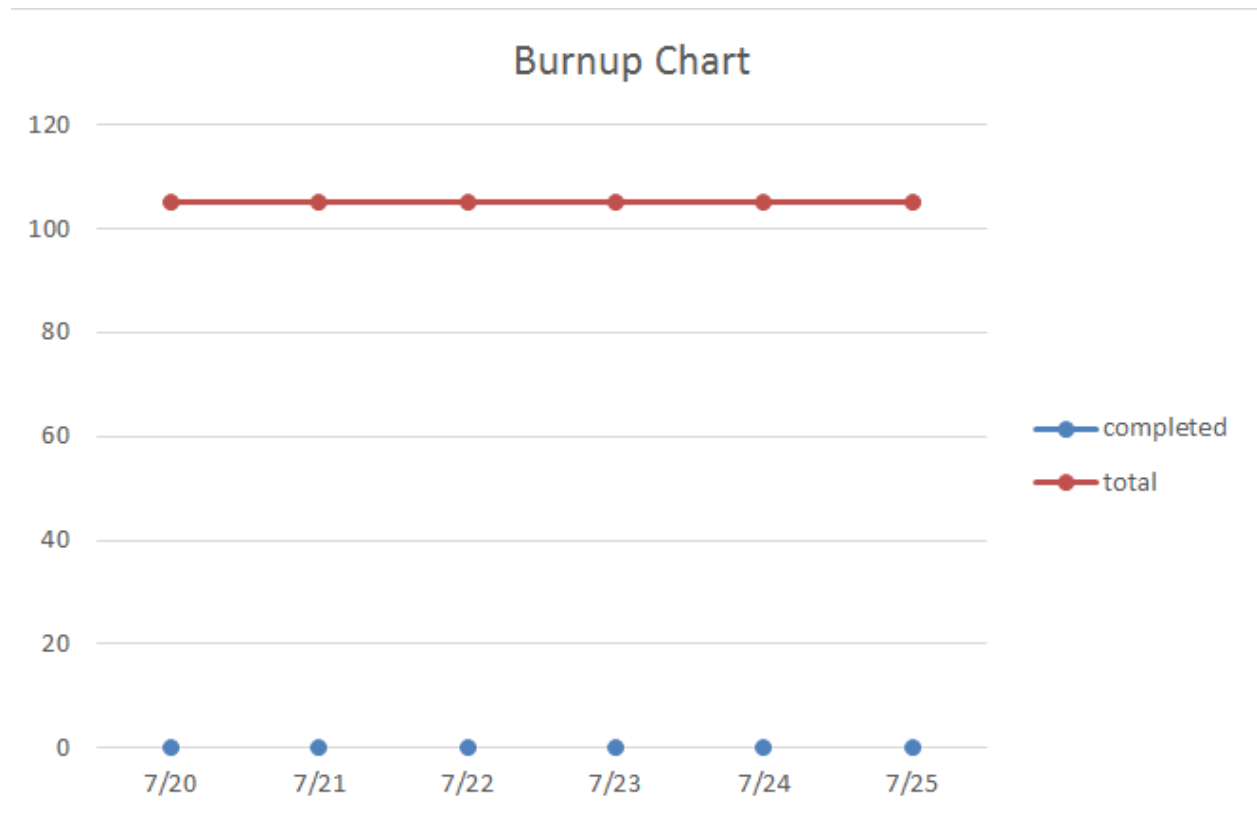- James Garbagnati: User Story 6, Task 1

Initial Burnup Chart

Figure 1: Burnup Chart at the start of sprint 3

Initial Scrum Board

User Story	To Do	In progress	Done
As an event planner, I want to add or delete my events, so that other members of UCSC can see if my event is available.	Task 1. Send input as json data file. (2 hour) Task 2. Insert Event and its details into the database. (2 hour)		
As an event-goer, I want to be able to see details of an event, so that I can decide whether or not to go.	Task 1. Be able to pull details from the database.		
As an event-goer, I want to be able to search for specific events, so that I may find the event that I need.	Task 1. Implement layout. (2 hour)		
As an event-goer, I want to be able to see a marker on the map, so that I can see where it is.			
As an event-goer, I want to be able to send or rescind an application to a specific event, so that the event planner knows whether I will attend or not.	Task 1. Make the submit button funcitonal. (1 hour) Task 2. Send user info to the event database. (2 hour) Task 3. Send confirmation to the user, and show them their current status on the event details page. (2 hour) Task 4. Be able to cancel status. (1 hour)		
As an event planner, I want to be able to see who applied to my event and be able to accept or decline their application, so that event-goers know if they are allowed to participate or not.	Task 1. Recieve the list of users who applied to the event from the server. (1 hour) Task 2. Display the list on the event details page with accept and reject options. (2 hour) Task 3. Send acceptance status to the server. (1 hour)		
As an event planner, I want to be able to manage my event, so that I can apply certain constraints to the event.	Task 1. Design layout for the management page. (3 hour)		
As an event-goer, I want to see the current and maximum attendance for the event, so that I can ensure there is space for me to attend and that it is not overcrowded.			
As an event-planner, I want to ensure that my event does not exceed maximum attendance, so that my event is not overcrowded and has enough room for all event-goers.			

Figure 2: Scrum board at the start of Sprint 3

Scrum Times

We will be meeting on Monday and Wednesday at 4:30 PM, and on Friday and Sunday at 5:00 PM.