

Sprint 2 Plan

Spotifam

Spotifamers

Sprint Completion date: 11/3/2019

Revision number: 0.2

Revision Date: 11/03/2019

High Level Goals

- To allow users to have mobile access to the queue from an endpoint to enter a room.
We also want to have the queue interface on the web player finished and editable by the user.

Task List:

- User Story 1: "As a user I want to be able to access the web application through a mobile device"
 - Mobile Endpoint (3)
 - Mobile Interface (8)
- User Story 2: "As a user I want to be able to see the songs currently in the queue and be able to add songs to said queue"
 - Queue Visual (3)
 - Queue Editing (5)

Team Roles:

- Blake
 - Front End Developer
 - Spotify API Developer
- Daren
 - Scrum Master
 - Front End Developer
 - Spotify API Developer
- Colin
 - Product Owner
 - Back End Developer
- Vaughn
 - Front End Developer
- Adam
 - Front End Developer
 - Spotify API Developer
- Alex
 - Front End Developer
 - Spotify API Developer

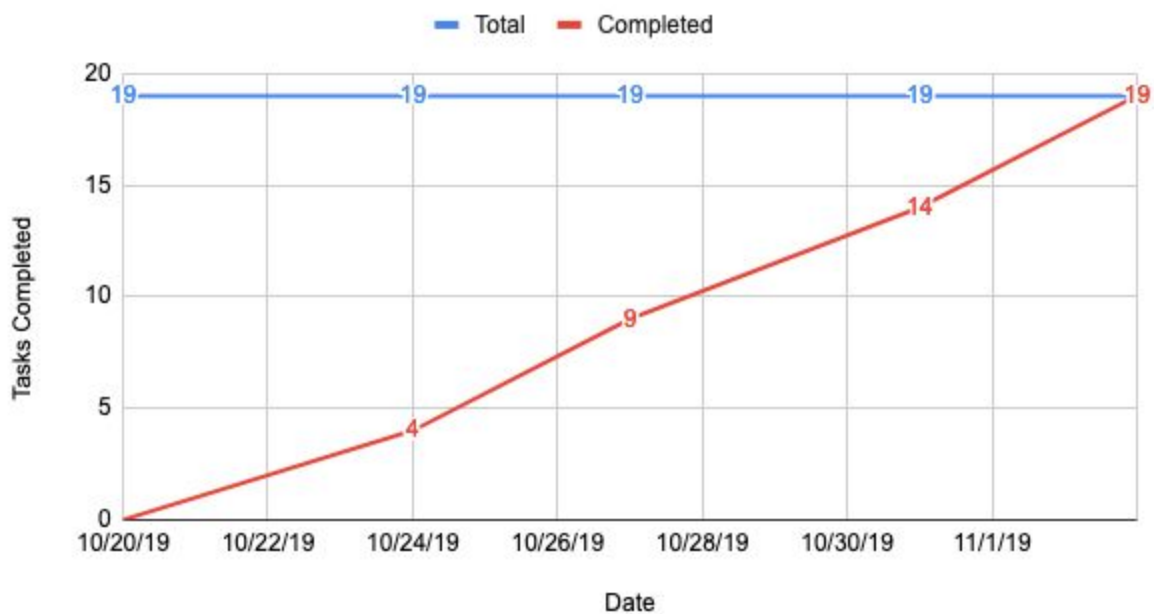
Initial Task Assignment:

- Blake

- User Story 2: Queue Editing
- Daren
 - User Story 1: Mobile Interface, Mobile Endpoint
- Colin
 - User Story 1: Mobile Endpoint
- Vaughn
 - User Story 1: Mobile Interface
- Adam
 - User Story 2: Queue Visual
- Alex
 - User Story 1: Mobile Interface

Initial Burn Up Chart:

Spotify Sprint 2 Burnup Chart



Initial Scrum Board: (see Trello)

Scrum Times:

10/21, 10/23, 10/25, 10/28, 10/30, 11/1 at 1:10
(Monday Wednesday Friday immediately after class)