Sprint 4 Plan
Spotifam
Spotifamers
Sprint Completion date: 11/18/2019
Revision number: 0.4
Revision Date: 11/18/2019

High Level Goals
- To do general UI clean up and performance polish for the product, and do any backlog tasks if there's time

Task List:
- User Story 1: "As a user I want a product with a nice visualizer that keeps up with BPM and decibel levels"
  - 3D visualizer(5)
  - Visualizer hookup(2)
  - Visualizer overlay(3)
  - Visualizer picker(2)
- User Story 2: "As a user I want a polished product with good UI and works reliably"
  - Mobile UI(3)
  - Player UI (3)
  - Error Handling (4)
  - Runtime Errors (4)

Team Roles:
- Blake
  - Back End Developer
  - UI Designer
- Daren
  - Back End Developer
  - Spotify API Developer
- Colin
  - Product Owner
  - Back End Developer
- Vaughn
  - Front End Developer
  - Visualizer Team
- Adam
  - Scrum Master
  - Front End Developer
  - Spotify API Developer
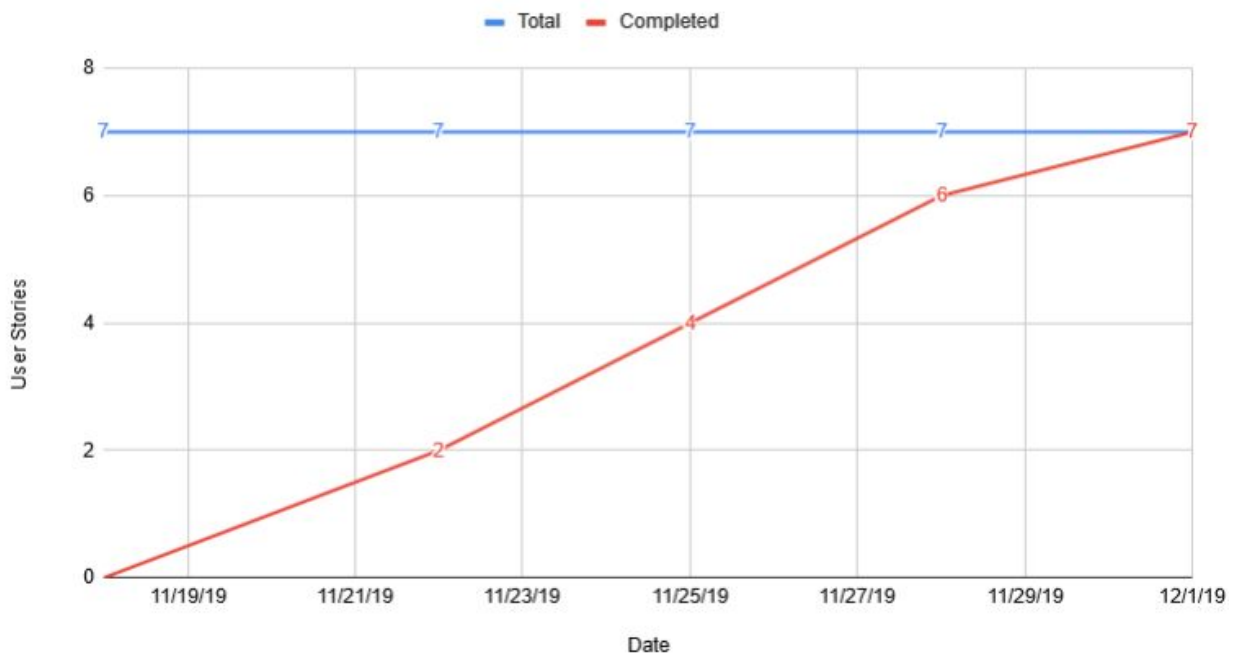 - Visualizer Team
- Alex
  - Front End Developer

- ○ Spotify API Developer
- ○ UI Designer
- ○ Visualizer Team

Initial Task Assignment:
- Blake
  - ○ User Story 2: Error Messages, Player UI
- Daren
  - ○ User Story 2: Error Messages, Runtime Errors
- Colin
  - ○ User Story 2: Error messages
- Vaughn
  - ○ User Story 1: Visualizer Hookup, Visualizer Overlay
- Adam
  - ○ User Story 1: 3D Visualizer, Visualizer Overlay
- Alex
  - ○ User Story 2: Mobile UI, Visualizer picker

Initial Burn Up Chart:

Spotifam Sprint 4 Burnup Chart

Initial Scrum Board: (see Trello)

Scrum Times:
11/18, 11/20, 11/22, 11/25 at 1:10
(Monday Wednesday Friday immediately after class)