

Sprint Backlog 2

Period: 2/27/2023 - 3/6/2023

Product Owner: Temuujin Nomynbayasgalan

Sprint Items:

1. Everyone
 - 1.1. Downloading and setting up Flutter
 - 1.2. Getting used to Flutter syntaxes and features and watching tutorials
 - 1.3. Practising Flutter by writing while/for loops and recursive functions
 - 1.4. More learning about flutter

Sprint Planning:

We first thought of finding a template where we could base our work and gain time instead of writing functions like timers and to-do lists. We backed out of this approach and decided to implement every bit ourselves. Thus learning the Flutter as soon as possible was critical. To achieve this goal, we set up Flutter on our machines and learned about the overall features and syntax rules in this language. Since we are now ready to start writing our app, by the start of the next sprint, it will be best to start working on the fundamentals of the app such as the functions of :

- Logging in
- Getting input on the syllabus
- And returning the current grade based on the Course progress.

The order of the implementation of the rest of the functionalities will be decided by the next ScrumMaster.

Sprint Review:

Overall our goal for the sprint has been achieved. We successfully set up Flutter on our machines and now are ready to work on the project. Starting next week, we look forward to starting implementing the fundamental features like log-in and grade calculators alongside other features like timer and to-do lists.

Unfinished Items

- Calendar | Axel
- Frog UI | Shannon
- To-do list | Owen
- Grade calculator | Temuujin
- Deadline reminder | Aadhya
- UI | Osaze