S@urn

> _Note:_ This document is meant to be written during (or shortly after) your initial planning meeting.
> It does not really make sense for you to edit this document much (if at all) while working on the project - Instead, at the end of the planning phase, you can refer back to this document and decide which parts of your plan you are happy with and which parts you would like to change.

Iteration 1

* Start date: September 24, 2018
* End date: October 12, 2018

Process

Roles & responsibilities

Backend: Backend implementation, including Database, server, scraping webpages, API for front end, etc	Tim, Tiffany, Reece, Khori
Frontend: Frontend implementation, including UI/UX design, using backend API for features	Ellen, Ray
QA/Devops: Testing, processes	Khori, Reece

Events

-Scrum meeting: tutorial time (planning & review),
-Progress review: make sure the progress of project is according to plan, resolve any conflicts that are hindering progress
-Code review: examine pull requests and decide whether to merge them to master
-Merge conflict session (between members who submitted conflicting code): resolve the merge conflict (should be short and possibly online)
-Weekly: state specific, short term goals for upcoming week
-Short meeting: short discussions online for tickets, short discussions

Artifacts

-Weekly to-do tasks per member: each member will know exact what to do for the week (could have colouring scheme to notify which tasks are done, each tasks should have priority number)
-Issue tracking with Github Issues: Kanban board with epics and stories for each feature
-Scrum master keeps track of the teams progress every sprint
-epics & stories written before beginning work on any feature, everyone picks what they want to work on, & work on them during the sprint

Product

Goals and tasks

-Define our product in a detailed manner
        -Determine MVP
        -Identify additional features to include
        -To do: finish product.md
-Define role/responsibilities of each member (backend, frontend, QA/Devops)
-Complete product.md, iteration-1 plan, iteration-1 review
-Determine implementation details
        -The method for scraping necessary data
                -To do: research efficient web scraping techniques, APIs that are available
        -Research which APIs are available, which database
        -Figure out if we should use a server
-Produce artifacts: UML, Mockup, Logo, video, epics & stories (details underneath)

Artifacts

-UML (defining classes/relationship for mainly backend): for better understanding when coding for backend, easier distribution of tasks between members (one member per class for example)
-Mockup of different pages of the app: front end will have a specific end goal to follow
-Logo: the essence of our product is embedded in the logo
-Video(2 - 3 minutes): a fun way to introduce our product to potential customers
        -Includes: functional overview of our product, features, how it appeals to target audiences, how problem our product solves
-Epics & stories
        - Used to create issues on Github since it has all the required classes/methods