

# Sprint Four Iteration Plan

VibeMerchants

July 22, 2024 - August 2, 2024

## 1 Process

During our initial sprint planning meeting, we engaged in a range of diverse agendas and assigned tasks according to a well-defined development schedule.

### 1.1 Roles and Responsibilities

- **Damian:** Lead Backend-Development
- **Brandan:** Lead Front-End Development
- **Chinmay:** Support Front-End Development, Write Documentation
- **Ashwin:** Support Back-End Development, Write Documentation

### 1.2 Events

- **Daily Scrum Meetings** and Planning Sessions to outline what we want to and need to do.
- **Major Planning Session 1:** July 22nd, from 10:00am to 12:00pm. Planned to implement user analytics for tracking time studied per course and time studied vs grade for each course.
- **Major Planning Session 2:** July 25th, from 6:30pm to 8:30pm. Decided to implement friends feature for adding friends and viewing friends' locations.

### 1.3 Artifacts

Awaiting Feedback for this section to incorporate it into the next sprint better.

## **2 Product: Goals and Tasks**

### **2.1 Implement User Analytics**

- Track time studied per course.
- Track time studied vs grade for each course.

### **2.2 Friends Feature**

- Allow users to add friends.
- Enable users to view friends' locations.

## **3 Product: Artifacts**

### **3.1 ER Diagram For User Analytics**

Used Figma to create an ER Diagram to represent how user analytics data will be structured and stored.

### **3.2 UML Diagram For Friends Feature**

Used Figma to create a UML diagram to show the structure and interaction between users and friends within the application.

### **3.3 API Documentation**

Updated the API documentation to include endpoints for user analytics and friends features, detailing the necessary request methods, data formats, and response structures.

### **3.4 Documentation for Setup**

Created a file to explain how to get both the backend and front end running, with updated instructions for the new features.