

Sprint Two Iteration Plan

VibeMerchants

June 24, 2023

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:** June 6th, from 10:00pm to 12:00am. Decided we want to implement Log In via Create rooms, groups and search for groups in buildings. Be able to send messages in groups.
- **Major Planning Session 2:** June 12th, from 6:30pm to 8:30pm. Decided to implement Course functionality opposed to Rooms as the user needs to be able to select their courses before they can select a room.

1.3 Artifacts

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

2 Product: Goals and Tasks

2.1 Create Groups

Allow users to create groups with their friends to communicate about school work and other relevant information.

2.2 Building Menus

Search for rooms in building and see various groups information and what they are studying.

2.3 Message in Groups

Allow users to send messages in the groups they created.

3 Product: Artifacts

3.1 ER Diagram For Users and Courses

Used Figma to create an ER Diagram to represent Users and Courses and how they relate for this sprint.

3.2 UML Diagram For Users and Courses

Used Figma to create a UML diagram to show better the structure of users and courses within the code.

3.3 Documentation for Setup

Created a file to explain how to get both the backend and front end running.