Sprint Planning 11/8- 11/17

Version	Date	Who Changed	What Was Changed
1.1	11/9	Aiden	Initialized document to github including version history

Note: If work items have an asterisk (*) next to them, then it's a Phase 2 feature

Developer Color Legend
Aiden
Diego
Jacob
Kameron
Kihambo
Nathan

- **Team Capacity**
    - a. 168 Total hours in a week
        - Aiden: 2.5 + 2 + 1.5 + 2.5 + 1.5 + 2.5 + 2 = 14.5
        - Diego : 3 + 3 + 1 + 1 + 1 + 3 + 3 = 15
        - Jacob: 1 + 2 + 1 + 2 + 3 + 2 + 2 + 1 = 11
        - Kameron : 3 + 3 + 1 + 3 + 1 + 3 + 3 = 17
        - Kihambo: 2 + 3 + 3 + 4 + 1 + 2 + 2 = 17
        - Nathan: 2 + 2 + 2 + 2 + 2 + 2 + 2 = 14

    - b. Team Capacity = 14.5 + 15 + 11 + 17 + 17 + 14 = 88.5 hours / EP

- Assignments Based on Product Backlog

A. Business Requirements Document
    - a. Core Components (9 EPs)
        - i. 1 effort point each
            1. Logout
            2. Authentication
            3. Authorization
            4. registration
            5. account recovery
            6. account deletion
            7. user management
            8. user privacy control
            9. usage analysis dashboard
            10. logging
    - b. Feature Revisions (7.5 EPs)
        - i. .5 effort points each
        - ii. Phase 1
            1. collaboration search
            2. ear training
            3. artist portfolio
            4. tempo tool
            5. audio visualizer
            6. basic track editor

7. artist profile calendar
            8. scale display
            9. bingo board
            10. gig review system
            11. collab feature

        iii. Phase 2
            1. music-lesson hub
            2. advanced search
            3. tempo transposition tool
            4. rhythm tempo game
B. Decision Tree (6 EPs)
    a. Create Decision Tree
C. High Level Design Document (9 EPs)
    a. Client-side Architecture
    b. Server-side Architecture
    c. Error Handling
    d. Logging
    e. Data access
    f. Security
D. Project Plan (11 EPs)
    a. Gantt Chart
    b. Test Plan
    c. Site Map
    d. Purpose
    e. Audience
    f. Project Roadmap
    g. Risk Mitigation Plan
    h. Cost Estimation Report
    i. Change (Approval) Management Process Document
E. Data Access Library (9 eps)
    a. Code Data Access Library
    b. Generic Interface
    c. Data Access Objects
    d. Read Only Permissions
    e. Write Only Permissions
    f. Account for different databases (SQL Server, MariaDB)
F. Logging Library (9.5 eps)
    a. Code Logging Library

● **Task Breakdown**

Team Member	Capacity (hours)	Tasks (hours)
Aiden	14.5 -1 = 13.5 - 1 = 12.5 - .5 = 12 - 2 = 10	- User admin - Registration (1) - account recovery (1) - account deletion (.5) - user management (2)
Kihambo	17 - 1 = 16 - 2 = 14 - 4 = 10	- Ear Training Game (1) - Collaboration Search(2) - Core Component Requirements (4)
Jacob	11 - .5 = 10.5 - .5 = 10 -1 = 9 - 1 = 8 -.5 = 7.5	- Audio Visualizer(.5) - Artist Portfolio(.5) - Usage Analysis Dashboard (1) - Logging Core Component (1) - Tempo Transposition tool(.5)
Diego	~14 -> 10 - 10? -> 0	- Bingo Board(1) - Gig Reviewer(1) - Music lesson hub(phase2, 0.5) - Rhythm tempo game(Phase2, 0.5) - Starting logging & data access with kameron(10)

Kameron	17 - 1 - 0.5 - 0.5 - 0.5 = 14.5 14.5 - 6 = 8.5 - 8.5 = 0	- Advanced Search (1) - Collab Feature (0.5) - Scale Display (0.5) - Basic Track Editor (0.5) - Decision Tree (6) - Starting Logging and DAL with Diego (8.5)
Nathan	14 - 2 - 1.5 - 1 - 0.5 - 0.5 = 8.5	- Security - Authentication (2) - Authorization (1.5) - Logout (1) - Artist Profile Calendar (0.5) - Tempo Tool (0.5)

- End of Sprint Checklist :
  - Commit Code

  - Client Demo

  - Sprint Retrospective
    - See document Sprint -1 Sprint Retrospective/ Action Plan