

## **Sprint 2 Plan**

Team Name: iM Keys

Team Product: iOS Easy Keyboard

Sprint Completion Date: 7/15/19

Revision Number: 3

Revision Date: 7/9/19

### **Goal**

Build an iOS keyboard app that visually and sonically models a selected scale when a key is pressed

### **Track Listing**

US 1. As a user, I want the keys to make sounds when I push them, so that I can hear what I am playing.

- Task 1: Implement sound synthesis (2)
- Task 2: Modify controller to generate monophonic sound if a key is pressed (2)
- Task 3: Modify controller to generate polyphonic sound if multiple keys are pressed (2)

Total for User Story 1: 6

US 2. As a user, I want a UI that is compatible with my iOS device, so that I can use the application on any of my iOS devices.

- Task 1: Make UI scalable across multiple iOS devices (2)
- Task 2: Make the buttons look like an actual keyboard (2)
- Task 3: Implement a quit application button (1)

-Task 4: Finalize design of UI (2)

Total for User Story 2: 7

US 3. As a user, I want to be able to select a scale, so that I can see the notes of that scale highlighted.

-Task 1: Implement more scales (2)

-Task 2: Implement a drop down menu for scales (2)

-Task 3: Implement a button to reset the keyboard (1)

Total for User Story 3: 5

### **Team Role**

Arturo: Product Owner, Developer, View Designer

Brandon: Scrum Master, Developer, View Designer

Nithin: View Designer, Developer

Sangwoo: Developer, View Designer

### **Initial Task Assignment**

Arturo: US 3, Task 1

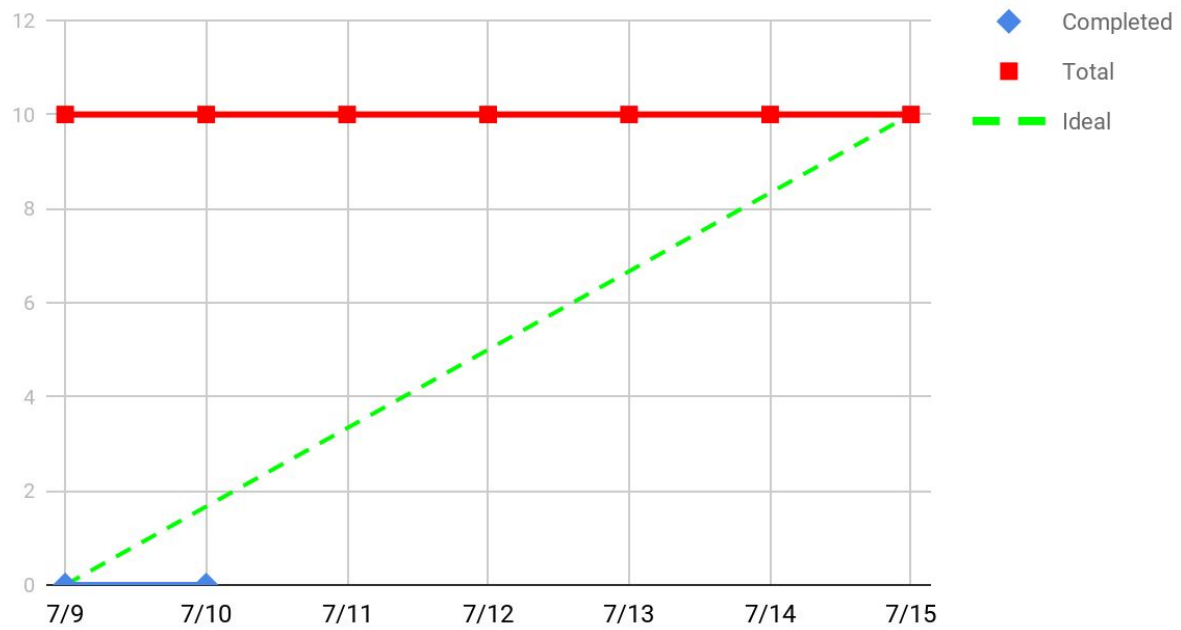
Brandon: US 3, task 3

Nithin: US 2, Task 2

Sangwoo: US 1, Task 1

## Initial Burn Up Chart

### Burn Up



## Initial Scrum Board

US 1	Task 1, 2, 3		
US 2	Task 1, 2, 3, 4		
US 3	Task 1, 2, 3		

## Scrum Time (Tentative)

7/11/19 - 3 PM

7/13/19 - 12 PM

7/14/19 - 12 PM