XBCAD7319
WORK INTEGRATED LEARNING
MOVEWITHME
SPRINT 2: Gather Requirements

GitHub Repo:

https://github.com/chrisgteague/Wil-GR-2-KinecticPulse-Innovations-Move-With-Me

Group members:

ST10083450 – Christopher Gary Teague

ST10198049 – Ethan Swanepoel

ST10083397 – James Pollard

ST10219921 – Mishka Dewlok

ST10042220 – Tariq Barnabas

Supervisors:

Denzyl Govender

Sarina Till

Yusuf Paruk

Agile Lifecycle Phase and Description

During sprint two, we are in a crucial phase of gathering requirements for **Move With Me** project and product. This particular agile lifestyle phase is named "Inception phase", during this phase our PO (product owner) has selected this team to commence work on a functioning Cape and mobile App.

The most pivotal aspect of this phase is the gathering and organizing of non-functional and functional requirements into a product backlog. A product backlog is a list of work derived from the project roadmap and requirements; the team uses the backlog to understand what should be handled. The top of the product backlog contains the more important tasks showing what requirements should be handled first.

This will lay a foundation for the following sprints ensuring the entire team knows clearly what requirements and tasks need to be fulfilled.

Functional Requirements:

The cape must be able to track movement

The system needs to be able to send signals(such as movement data) over wifi

The cape must be able to play music in sync with the application's movements

The application must be able to display movement data

The application must attempt to identify lazy movement

The application must work on mobile for accessibility

The cape needs to be able to power the components wirelessly

The application must have pause and play functionality

Non-Functional Requirements:

The cape must be light and easy to attach

The parts must be covered to not poke or hurt anyone

The cape must be secure so it doesn't fall easily

The cape must have padding to account for accidents

The application size must be kept small

The application must use a vibrant, soft palette for kids

The application needs gamified elements for more interaction

UI must be minimalistic and easy to use(because kids are the target audience)

Team Avalability:

Our team plans to meet at least once a week(4-5 times a Month) either at Campus on weekdays, or at a team members house on weekends.

We would usually meet at one of our team member's houses depending on everyone's availability.

As of current our meetings are hosted at Christophers Teague's House- 47 Tipuana Drive Glenhills- and as of 13 April 2024 we have had 3 successful meetings.
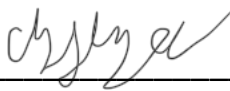
Signatures of group members:

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Mishka Dewlok
ST10219921
Team leader
Signed in Durban, on 15 April.

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Christopher Gary Teague
ST10083450
Signed in Durban, on 15 April.

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Ethan Swanepoel
ST10198049
Signed in Durban, on 15 April.

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James Pollard
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