

Sprint Two Plan - SlugChat - Team SlugChat

Sprint Two Completion Date: May XX, 2016

Revision Number: #1

Revision Date: April 28th, 2016

Sprint Two Goal: Set up landing page and create basic functionality, such as user registration, course creation/sign up, and a live chat system.

User Story 1: As a user, I want to be able to upload and download files to the website

1. Design a database schema to handle file interactions (1 hr)
2. Implement file uploading/downloading backend (2 hr)
3. Implement database interactions for uploading/downloading (1 hr)
4. Serve necessary data to view/frontend (1 hr)

User Story 2: As a user, I want to be able to see all the files I have access to in one place and comment on them

Tasks:

1. Design comment database schema (1 hr)
2. Implement database interaction for uploading/downloading (1 hr)
3. Serve comment data to views/frontend (1 hr)

User Story 3: As a student, I want to be able to communicate with other students about the homeworks, using a live chat system.

Tasks:

1. Research good predefined chat systems (time estimate: 1-2 hrs.)
2. Implement a global chat where users can choose their own usernames.
3. Store chat logs (database interaction) (time estimate: 3 hrs.)

User Story 4: As a developer, I want to merge all my code with my teammates code.

Tasks:

Team Roles:

Chris Kyle (Product Owner):

Login Integration

Marvin Corro:(Scrum Master):

Web developer

Christopher Ketchum

Back-end developer

Joseph Faulkner:

Developer

Aramis Marden:

Chat Implementation

Initial Task Assignment:

Chris Kyle (Product Owner):

User Story 2: task 1-4

Marvin Corro (Scrum Master):

User Story 1: task 1-3

Christopher Ketchum:

User Story 1: task 1-4

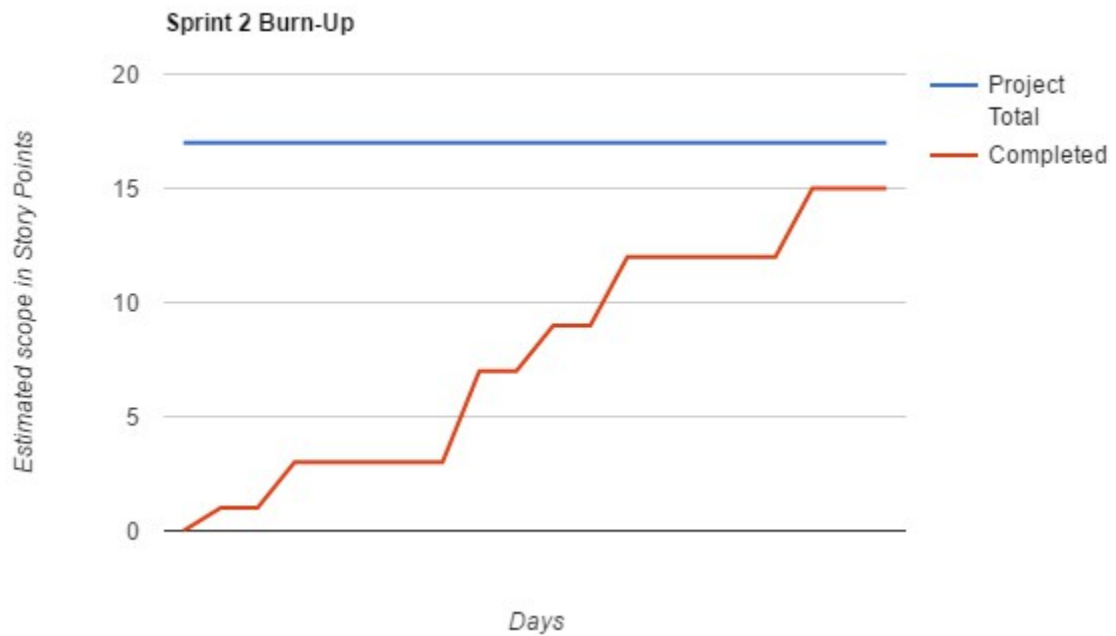
Joseph Faulkner:

User Story 3: task 2,3

Aramis Marden:

User Story 4: task 1-3

Initial Burn Up Chart:



Scrum Board:

<https://waffle.io/ckyle93/SlugChat>

Scrum Times: (meeting with TA TBD)

Tuesday: 6:00 PM

Thursday: 6:00 PM