

# SikBao

## Sprint 1 Plan

---

**Team Name: SikBao**  
**Release Name: SikBao**  
**Completion Date: 04/24/2018**  
**Version 1.0**  
**4/13/2018**

**Product Owner: David Trang**  
**Scrum Master: Kenji Mah**  
**Developers: Brian Yee, Kiran Gurung, Michael Lee**

**Goal:** For the sprint, we want the developer become familiar with the technology being used, especially the ReactJS library. At the same time, we want to design a user interface for the product

**Task Listing, organized by user story:**

- (8 pts) User Story 1: As a user, I want an easy to use page
  - Task 1: Research what it means to be an easy to use page (1 hour)
  - Task 2: Design a rough draft of UI design (1 hour).
  - Task 3: Receive feedback on the design (1 hour)
  - Task 4: Revise design with the given feedback (1 hour)
  - Total Hours = 5 hours
- (2 pts) User Story 2: As a developer, I want to have a plan for developing and implementing our UI for our future sprints.
  - Task 1: Break the design into smaller parts. (1 hour)
  - Task 2: Design steps for creating this design (1 hour)
  - Total Hours = 2 hours
- (5 pts) User Story 3: As a user, I want a UI that is aesthetically pleasing to the eye.
  - Task 1: Research the aesthetically pleasing designs (1 hour)
  - Task 2: Discuss in team to determine an aesthetic for the product (1 hour)
  - Task 3: Implement design into the previously UI design (2 hour)
  - Total Hours = 4 hours

*Total Points: 15 pts*

**Story points scale:**

**1 point = 1 hour**

**2 points = 2 hours**

**5 ponints = 4 hours**

**8 points = 5 hours**

**Team Roles:**

1. David Trang: Product Owner
2. Kenji Mah: Scrum Master
3. Brian Yee: Developer
4. Kiran Gurung: Developer
5. Michael Lee: Developer

**Initial Task Assignment:**

1. David Trang: User Story 1, Task 1
2. Kenji Mah: User Story 1, Task 1
3. Brian Yee: User Story 1, Task 1
4. Kiran Gurung: User Story 1, Task 1
5. Michael Lee: User Story 1, Task 1

**Scrum Time:**

- Monday: 9:15am - 9:30am
- Wednesday: 9:15am - 9:30am
- Friday: 9:15am - 9:30am