

Mitch

Dax

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## Milestone 2:

Check Below for more info directly from Canvas

- Backlog Grooming: Dax
- Sprint Planning: Mitch
- 2 Prototypes: Adam
- Activity Diagram: James
- Class Diagrams: Dax
- Update Docs: Mitch

Time taken on each section recorded on the GIT issues page.

- Backlog grooming – This is taking your requirements from milestone 1 and any addition inputs from your analysis this sprint and put it into the Product Backlog (GitHub Repo Issues).
- Sprint Planning – This is taking the instructions from this document and turning into a set of tasks that team members can work on individually. The Scrum Master will make sure everyone has work divided into small enough tasks that each member can stay busy the whole time and people aren't dependent on others.
- Build 2 Prototypes – Identify 2-3 high priority features or processes of your application for which you will build a prototype. One of these prototypes should be high fidelity so that you can show interactions. Your 2nd prototype may be low fidelity (paper or wire frame). The high-fidelity prototype may be coded, but don't spend long with it, and depending on what you discover from the prototype, you may choose to discard it and go a different direction. This mindset gives you the freedom to experiment and should help you to avoid mental roadblocks that might be caused by a fear of "doing it wrong".
- Activity Diagram – This is for your team to look up and research syntax for a UML Activity Diagram and document your high-priority features or processes. The purpose of this is to understand more about your system and explore different ways of solving the problem. The Activity Diagrams should focus on execution flow directly related to your selected features for this sprint

- Class Diagrams – This is documenting the data objects and their relationships with each other.
- Update existing documents – This is refining your Use Case Diagrams, Requirements Definition, README.md, and Project Plan, as needed. Specifically, if a new idea come up or you discovered a better way to communicate a previous idea, update those artifacts accordingly. Keep all of your artifacts consistent with each other. But, in general, try not to update the Sprint Backlog after the planning meeting. If new user stories come up, put them in the Product Backlog.