

# Sprint 3 Plan

Project name: MicroMe

Team Name: QTZ

Version 1.0

05/04/2022

## Goal:

Create a journal that has add and open functionality with notes viewable by preview. Add functionality to water.dart and steps.dart.

## Priority-Sorted User Stories

### User story 1

( 5 ) As a person concerned about my water intake, I want to be able to track my daily intake, so I know how much I'm drinking.

- (5) Task 1: Connect to Sqflite to view all added water entries
- (1) Task 2: Allow users to delete old water entries
- (1) Task 3: Prevent invalid input being put for new water and change goal by taking only int.

### User story 2

( 5 ) As a person concerned about journaling, I want to be able to easily navigate the journal, so I can review my entries quickly.

- (5) Task 1: Improve the UI of the journal app by making it consistent with the rest of the app
- (3) Task 2: Make the journal UI change according to dark mode/light mode settings
- (3) Task 3: Make the UI consistent with the rest of the app

### User story 3

( 8 ) As someone who wants to become active, I want to track my steps, so that I can know how much I need to walk every day.

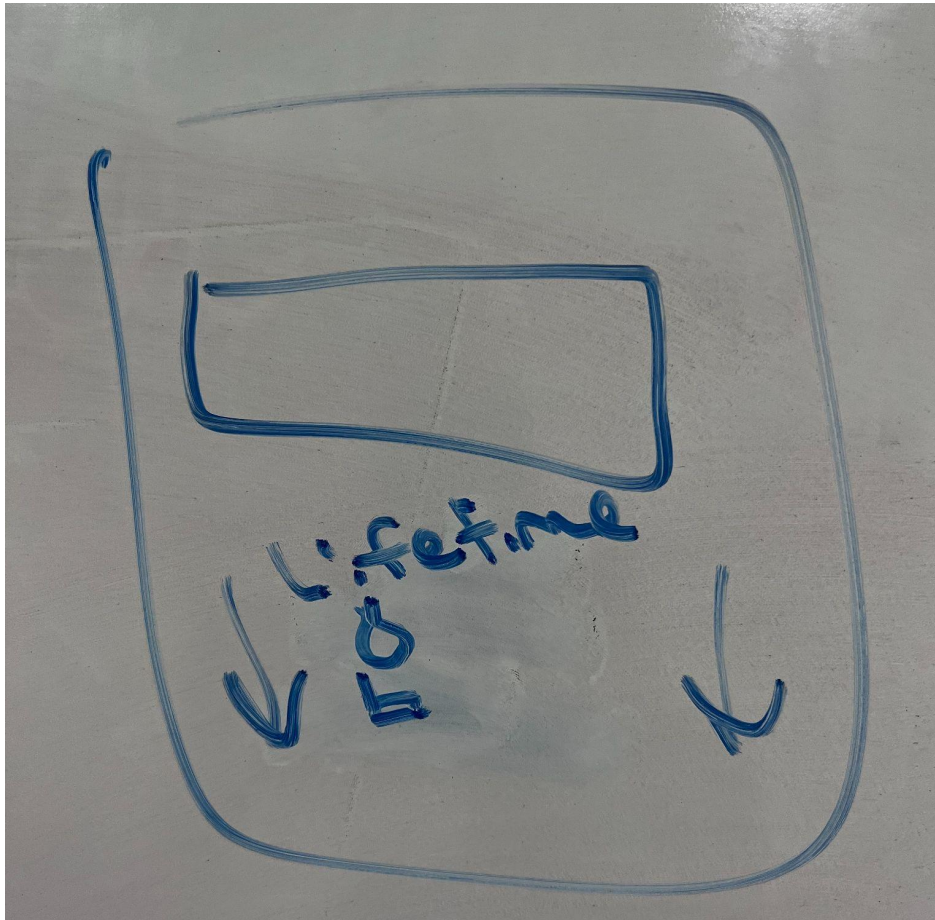
- (5) Task 1: Reset the number of steps at the end of the day
- (8) Task 2: Connect to Sqflite to store past step count

### User story 4

( 13 ) As someone concerned with my personal growth, I want to be able to see my progress all in one place.

- (5) Task 1: Create a widget to track water statistics + functionality
- (5) Task 2: Create a widget to track steps statistics + functionality

- (1) Task 3: Change name of the top nav
- (8) Task 4: Create widget area for motivational messages + functionality



Resources:

### Team Roles and Initial task assignment:

Daniel Perez: Product Owner

- User Story 2 - Task 3
- User Story 2 - Task 2

Angela Nguyen: Team

- User Story 1 - Task 1
- User Story 1 - Task 2
- User Story 2 - Task 1
- User Story 3 - Task 2

Devin Gaughan: Team

- User Story 3 - Task 1
- User Story 3 - Task 2

Niko Vanden Heuvel: Scrum Master

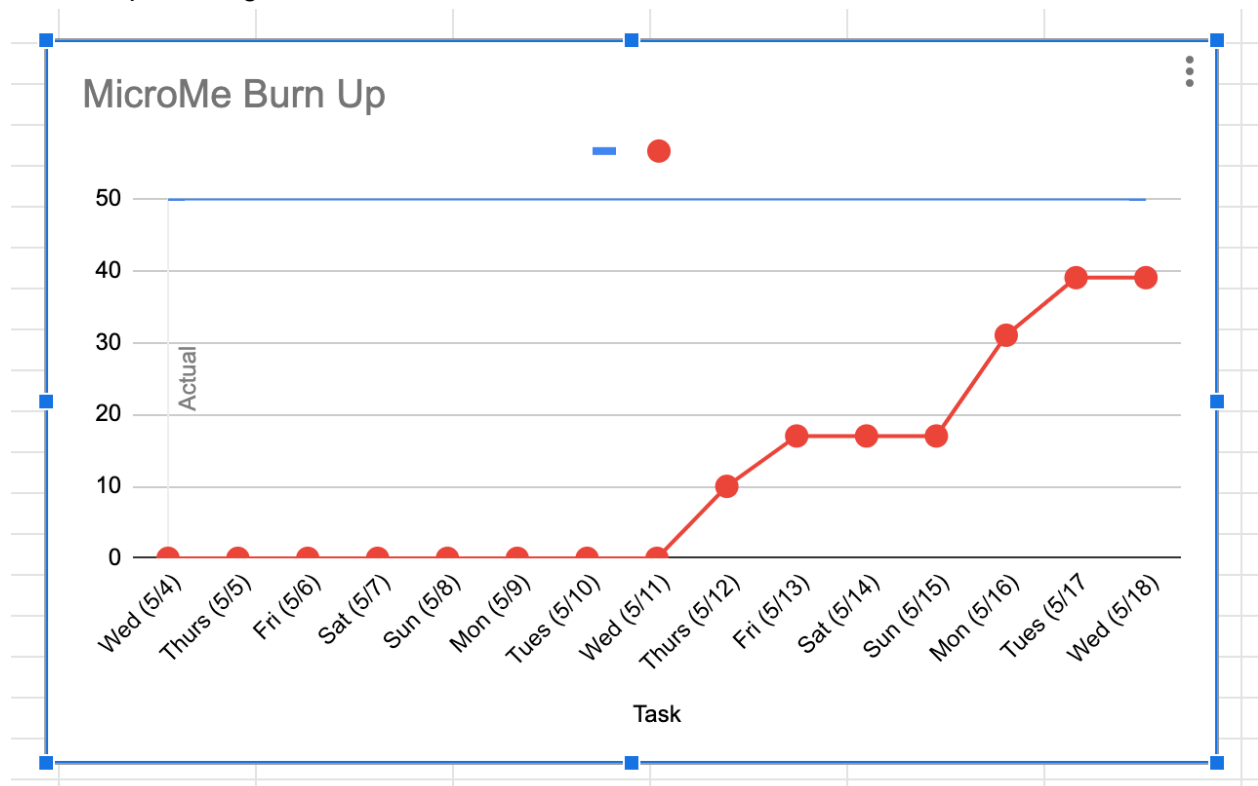
- User Story 1 - Task 3
- User Story 4 - Task 3
- User Story 4 - Task 4

Kimi Holsapple: Team

- User Story 4 - Task 1
- User Story 4 - Task 2

### Burnup chart:

<https://docs.google.com/spreadsheets/d/1LR1axStw722aSropg9HyHDqGwU1zbr4EjS1gFvofk4Y/edit?usp=sharing>



Scrum board: <https://github.com/115a-project/MicroMe/projects/1>

Daniel Perez: Product Owner

Angela Nguyen: Team

Devin Gaughin: Team

Niko Vanden Heuvel: Scrum Master

Kimi Holsapple: Team

### Acceptance Criteria:

User story 1:

- Navigate away from the page and it's still there
- Allow users to delete old water entries

- Only numbers can be added as entries to water intake and goal setting. Keyboard entry should be keypad instead of QWERTY keyboard

User story 2:

- The UI for the journal should be easily visible and allow integration with the dark mode. This means that text does not blend in with the background and everything is easy to see.

User story 3:

- Have Steps Reset and allow user to have a goal
- Have steps be stored in the database.

User story 4:

- Allow user to view statistics on their water, steps for the week
- On the homepage, a quote with an author and title should properly display. Upon each reload of the app, a new quote should appear.
- Each page of the app should correctly title the appbar with the proper title.