Sprint 1 Plan, Melody Tracks, Melody Tracks Team, Revision 1 (July 3, 2020)

Goal:

Figure out the libraries for getting the BPM and the footstep data. Figure out how the UI is going to work and implement a music player.

Task Listing:

As a developer, I want a music player because it is essential to our program.

- Create a play button with the associated code to handle clicks (3 hours)
- Create an add song button with the associated code to handle clicks (3 hours)
- Figure out how to get music from Apple Music (4 hours)
- Find a way to handle media control features in Swift for the music files. (5 hours)

As a user, I want my audio to match the BPM.

- Finding appropriate libraries that will speed up/slow down audio in Swift. (5 hours)
- Find a way to get BPM data (5 hours)
- Find a way to get footstep data (5 hours)

Team Roles:

John Baer: product owner
Daniel Loi: scrum master
Eric Orellana: developer
Michael Thompson: developer
John Abendroth: developer

Initial Task Assignment:

John Baer:

- As a developer, I want a music player because it is essential to our program.
- Find a way to handle media control features in Swift for the music files (5 hours)

Daniel Loi:

- As a developer, I want a music player because it is essential to our program.
- Create a play button with the associated code to handle clicks (3 hours)
- Create an add song button with the associated code to handle clicks (3 hours)
- Figure out how to get music from Apple Music (4 hours)

Eric Orellana:

- As a user, I want my audio to match the BPM.
- Finding appropriate libraries that will speed up/slow down audio in Swift. (5 hours)

Michael Thompson:

- As a user, I want my audio to match the BPM.
- Find a way to get footstep data (5 hours)

John Abendroth:

- As a user, I want my audio to match the BPM.
- Find a way to get BPM data (5 hours)

User Stories	Tasks Not Started	Tasks In Progress	Tasks Completed
● As a developer, I want a music player because it is essential to our program.			● Create a play button with the associated code to handle clicks (3 hours) ● Create an add song button with the associated code to handle clicks (3 hours) ● Figure out how to get music from Apple Music (4 hours)
● As a user, I want my audio to match the BPM.		● Find a way to get footstep data (5 hours) ● Find a way to get BPM data (5 hours) ● Finding appropriate libraries that will speed up/slow down audio in Swift. (5 hours)	● Find a way to handle media control features in Swift for the music files (5 hours)

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