Sprint 2 Plan for Melody Tracks – Revision 1

Melody Tracks Team

7/6/20 – 7/13/20

Sprint Goal:

Continue progress on the various aspects of the project including audio processing, footstep tracking and accuracy, python integration into XCode, and UI elements. Should be ready or close to combining project areas into initial proof of concept app starting next sprint cycle.

Sprint Tasks:

1. User Story 1: "As a person working on the App, I need the App to process Python in Xcode"
   a. Task 1: Python integration into XCode.
      i. Estimate: 8 SP
   b. Task 2: Get pyqtdeploy working
      i. Estimate: 8 SP
   c. Task 3: Make sure ffmpeg and aubio binary can be used
      i. Estimate: 8 SP
   d. Total Estimate: 24 SP
2. User Story 2: "As a user, I want the audio to slow down or speed up with my footsteps because that would be cool."
   a. Task 1: Determine library for audio processing
      i. Estimate: 1 SP
   b. Task 2: Get processing working for speeding up and slowing down
      i. Estimate: 4 SP
   c. Task 3: Get compatibility with other libraries
      i. Estimate: 3 SP
   d. Total Estimate: 8 SP
3. User Story 3: "As a user, I want to be able to quickly navigate the app and have there be features to use, because otherwise I will get frustrated."
   a. Task 1: Get rid of unnecessary UI elements
      i. Estimate: 5 SP
   b. Task 2: Add button for set BPM and variable BPM
      i. Estimate: 1 SP
   c. Total Estimate: 6 SP
4. User Story 4: "As a user, I want details on my run, because that I expect that to be in a jogging app."
   a. Task 1: Add a label for distance ran
      i. Estimate: 2 SP
   b. Task 2: Add a map
      i. Estimate: 5 SP
   c. Task 3: Add a label for time elapsed
      i. Estimate: 2 SP
   d. Estimate Total: 9 SP

5. User Story 4: "As a user, I want the App to know what BPM I'm jogging at, because I want to know."
    a. Task 1: Use algebra to find how many steps / couple of seconds results in what BPM
        i. Estimate: 5 SP
6. User Story 4: "As a user, I want this audio thing to work correctly because it's giving me a headache."
    a. Task 1: Continue to tune up bpm-finder
        i. Estimate: 2 SP
7. User Story 4: "As a user, I need the App to sync my relative pace to the songs I'm listening to, because that's why I got this app."
    a. Task 1: Get audio processing and coremotion working together
        i. Estimate: 6 SP
    b. Task 2: Determine what hard cap for slow down / speed up should be
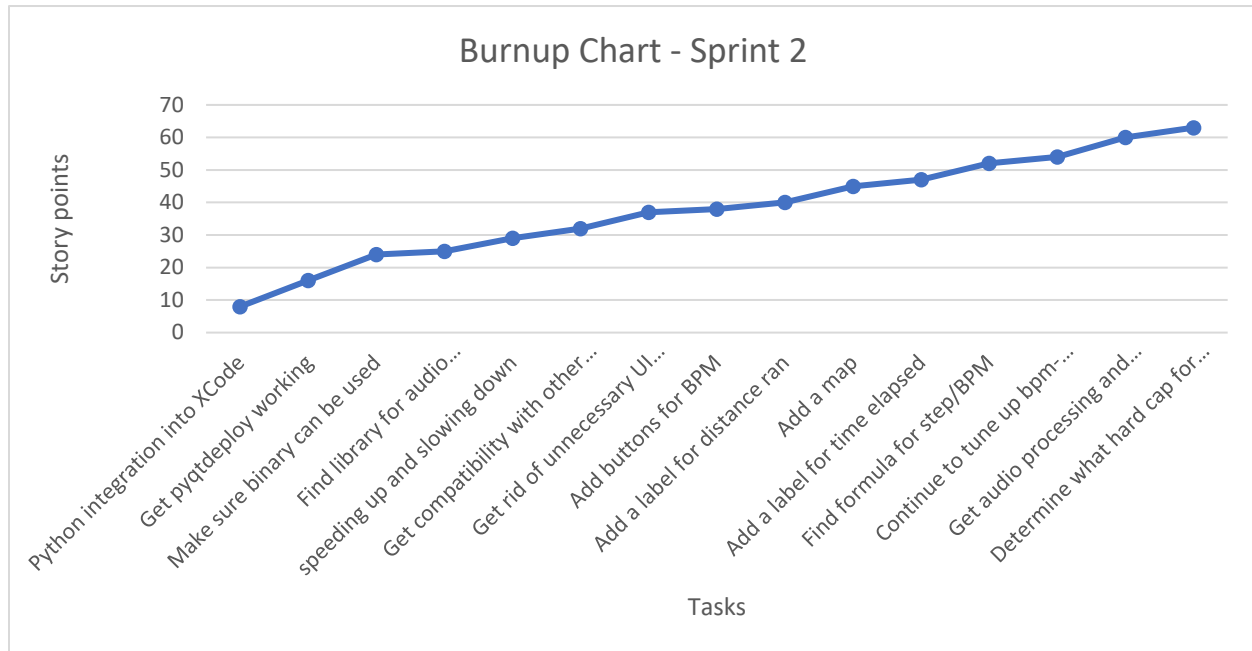   i. Estimate: 3 SP
    c. Estimate Total: 9 SP

Team Members:

1. Michael Thompson: Scrum master, developer
2. John Bae: Product owner, developer
3. Daniel Loi: developer
4. John Abendroth: developer

Initial Task Assignment:

1. Michael Thompson
    a. User Story: "As a user, I want the audio to slow down or speed up with my footsteps because that would be cool."
    b. Initial Task: Determine library for audio processing
2. John Baer
    a. User Story: "As a person working on the App, I need the App to process Python in Xcode"
    b. Initial Task: Get pyqtdeploy working
3. Daniel Loi
    a. User Story: "As a user, I want to be able to quickly navigate the app and have there be features to use, because otherwise I will get frustrated."
    b. Initial Task: Get rid of unnecessary UI element
4. John Abendroth
    a. User Story: "As a user, I want details on my run, because that I expect that to be in a jogging app."
    b. Initial Task: Add a label for distance ran

Initial Burnup Chart:

Burnup Chart - Sprint 2

A line chart titled "Burnup Chart - Sprint 2" with the y-axis labeled "Story points" ranging from 0 to 70 in increments of 10, and the x-axis labeled "Tasks". The data points for each task rise from about 8 to about 63:

- Python integration into XCode
- Get pyqtdeploy working
- Make sure binary can be used
- Find library for audio…
- speeding up and slowing down
- Get compatibility with other…
- Get rid of unnecessary UI…
- Add buttons for BPM
- Add a label for distance ran
- Add a map
- Add a label for time elapsed
- Find formula for step/BPM
- Continue to tune up bpm-…
- Get audio processing and…
- Determine what hard cap for…

Initial Scrum Board:

User Stories	Not Started	In Progress	Completed
"As a person working on the App, I need the App to process Python in Xcode"	Python integration into XCode		
	Get pyqtdeploy working		
	Make sure binary can be used		
"As a user, I want the audio to slow down or speed up with my footsteps because that would be cool."	Find library for audio processing		
	speeding up and slowing down		
	Get compatibility with other libraries		
"As a user, I want to be able to quickly navigate the app and have there be features to use,	Get rid of unnecessary UI elements		

because otherwise I will get frustrated."			
	Add buttons for BPM		
"As a user, I want details on my run, because that I expect that to be in a jogging app."	Add a label for distance ran		
	Add a map		
	Add a label for time elapsed		
	Find formula for step/BPM		
"As a user, I want this audio thing to work correctly because it's giving me a headache."		Continue to tune up bpm-finder	
"As a user, I need the App to sync my relative pace to the songs I'm listening to, because that's why I got this app."	Get audio processing and coremotion working together		
	Determine what hard cap for slow down / speed up should be		

Scrum Times:

Weekly Meetings

1. Monday: 5:00pm
2. Wednesday: 5:00pm
3. Friday: 5:00pm
4. Sunday: 5:00pm

TA Meetings

1. Tuesday: 6:00pm
2. Friday: 4:00pm