

SPRINT 1 PLAN

MANTHAN MALLIKARJUN, ROHITH BOLLINENI, SOMYA
BHATIA, ARSH MALHOTRA, AYUSH ARORA, RAHUL MAHENDRU

PRODUCT NAME: Flowrite

TEAM NAME: A ASMR

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GOAL

The goal of this sprint is to set up the base application and get a basic mockup of what the product should look like. This sprint should also be to get everyone on board and set up.

SPRINT 1

- (13) As a developer, I want Electron set up so I can create the macOS app
 - Set up Electron (2 hours)
 - Set up build so that it can output a macOS application (4 hours)
 - Initialize React so that the rest of development is easier (1 hour)
 - **Learn React (12 hours, 2 hours each)**
 - **Learn Git (12 hours, 2 hours each)**
- (13) As a developer, I want to create an abstract data store to hold all of the documents
 - Figure out the best place to store the data in electron (2 hours)
 - Build the data structure and methods for the store, i.e createDocument, updateDocument, etc (3 hours)
 - Persist the data in a local database of some sort (2 hours)
- (8) As a developer, I want mockups so there is a clear vision of what the product will look like

- Create paper prototypes to sketch out design ideas (1 hour)
 - Form the wireframes for every page of the site using Adobe XD (3 hours)
 - Link the wireframes to create a working prototype and test on phones before starting the coding process (2 hours)
- (8) As a developer, I want to set up a CSS Framework to style the app easily
 - Install and set up Bulma CSS Framework and ensure it works (3 hours)
 - Test and ensure Bulma is compiled and exported along with the application (1 hour)
 - Learn Bulma (6 hours, 1 per person)
- (5) As a developer, I want a logo created
 - Create a graphic design which is representative of the product goals using Adobe Illustrator and Photoshop(2 hours)
- (3) As a developer, I want linting set up so that code is consistent
 - Install ESLint along with the AirBnB guide (1 hour)
 - Set up CI to test the code (2 hours)