

## **Sprint 2 Goals:**

- Consider and document ethical implications of software design in our project. (Lauren)
- Consider and document possible avenues of misuse for our program and how to prevent the program from being misused. (Lauren)
- Choose platform for UI mockup and create a UI prototype for each necessary feature. (Gavin, Skye, Jaren)
- Create a storyboard to show connections between each part of the UI. (Gavin, Skye, Jaren)
- Submit Sprint 2. (Gavin)
- Submit individual reports for sprint 2. (Lauren, Skye, Gavin, Jaren)
- Submit team report for sprint 2. (Lauren)
- Update product backlog. (Lauren).
- Will formulate a plan for meeting with the group throughout the remainder of the semester and when project work will be completed. (Skye, Lauren, Gavin, Jaren)
- Will assign specific roles to each team member for the remainder of the project. (Skye, Lauren, Gavin, Jaren)

## **Progress:**

- Ethical implications and misuse were documented thoroughly.
- UI mockups were created on google slides and placed into a storyboard format.
- Sprint 2 was submitted.
- Product backlog was updated. Sprint 3 assignments were created and moved into the queue. Sprint 2 assignments were moved into the completed section.
- Sprint 2 reports (individual and team) are in progress.
- Specific roles were assigned to group members for sprint 3.
- Group communicated effectively to complete all work for sprint 2 and to plan upcoming work for sprint 3.

## **Sprint 3 Goals:**

- Submit Sprint 3 (Gavin).
- Submit individual reports for sprint 3. (Skye, Gavin, Jaren, Lauren)
- Submit team report for sprint 3. (Lauren)
- Update product backlog and include image in submission. (Skye, Gavin, Jaren, Lauren).
- Maintain communication with group throughout the week (Skye, Gavin, Jaren, Lauren).
- Create a context diagram and a level 1 diagram for product (Lauren).
- Define application models (include model attributes and model attribute data types) (Jaren).
- Use basic relationship models to decide which model associations are appropriate (Skye).
- Label each of your Lo-Fi UI prototypes with the required attributes (Gavin).

## **Agenda:**

- Meet with instructional team on Thursday during class to discuss progress and questions.
  - Will ask questions regarding UI and storyboard and if there are any improvements to be made.
  - Will ask questions regarding Flask 3 assignment if any are unresolved after class Tuesday.