Sprint 1 Plan - SlugSense (Mobile app) - The Other Sense
Sprint end date: 7/10/17 -
Revision 2 (7/25/17)

High Level goals:
- We want to familiarize ourselves with the Material Design guidelines, and Ionic Development

User Story 1: As a user, I want to see a welcome screen when I open the app.
- **Task 1:** Follow the ionic tutorial to learn how to create a basic app with Ionic and Cordova

User Story 2: As a user, I want to see an app with a clean User Interface.
- **Task 1:** Read the Material Design Guidelines

Team Roles
- Daniel Friberg (dfriberg@ucsc.edu) (Developer)
- Sherif Elsaid (selsaid@ucsc.edu) (Developer)
- Yuqiao Jiang (yujiang@ucsc.edu) (Developer)
- Christopher Henson (cbhenson@ucsc.edu) (ScrumMaster, Developer)
- Heather Eagle (heagle@ucsc.edu) (Product Owner, Developer)
- Sungyun Won (swon4@ucsc.edu) (Developer)

Initial Task Assignment
- Daniel Friberg: Ionic tutorial
- Sherif Elsaid: Material Design Guidelines
- Yuqiao Jiang: Ionic tutorial
- Christopher Henson: Ionic tutorial
- Heather Eagle: Material Design Guidelines
- Sungyun Won: Ionic tutorial

Initial Burnup Chart
- Not applicable for this sprint because of late team formation

Initial Scrum Board
- Not applicable for this sprint because of late team formation

Scrum Times
- Friday (7/6/17) 12:00 PM
- Saturday (7/7/17) 6:30 PM

- Sunday (7/9/17) 5:00 PM