Product name - SlugPings
Team name - The Goon Squad
Spring completion date - Sunday Feb. 04, 2018
Revision number & revision date: 1.0, Jan 23, 2018

Goal: Develop the map with markers and related user controls.

(User story 1) As a user, I want the map to be zoomable so that I can see the location clearly.

- Task 1: Determine if available in google map's/leaftletjs api if the map can zoom. (1 story points)
- Task 2: Add controls for zoom if not already and bind them to scroll wheel. (7 story points)
- Task 3: Add right-click context menu for zoom-in/out click options. (6 story points)
- Task 4: Adjust zoom to be specific intervals for ease of use and develop (2 story points)

Total Story Points: 17 story points

(User story 2) As a user, I want the map to place markers so that I can clearly see where I marked for people.

- Task 1: Determine if available in google map's/leafletjs api if the map can place markers (1 story points)
- Task 2: Add mouse controls to place markers (6 story points)
- Task 3: Test and make sure markers stay where they are (1 story points)
- Task 4: Markers' data should be sent to the server and recorded (8 story points)
- Task 5: Markers' data on server should be sent to all clients (8 story points)
- Task 6: Markers' size should scale appropriately to zoom level (3 story points)

Total Story Points: 26 Story Points

(User story 3) As a user, I want the markers to have different colors so that it can be differentiable from the other markers.

- Task 1: Add option menu to marker (eg. right-click marker) for list of colors (4 story points)
- Task 2: Add ability to set different colors to markers' state (3 story points)
- Task 3: Set markers to different colors based on its state (2 story points)
- Task 4: Send markers' color to the server and share with the clients (8 story points)

Total Story Points: 17 Story Points

Grand total: 60 Story Points

Roles

• Aaron Chan: Scrum Master, front-end developer

• Prabhmeet Gill: front-end developer

Jasper Jeng: Product owner, back-end developer

Vincent Wu: front-end developerLuke Lai: front-end developer

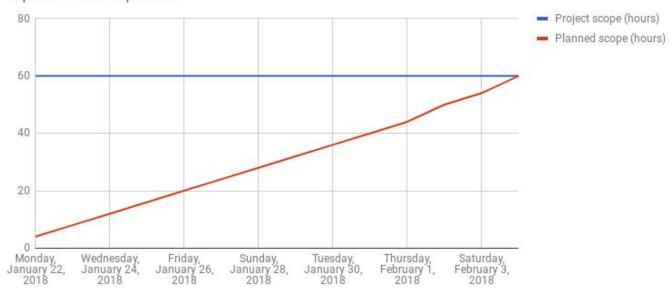
• Maaz Siddiqui: front-end developer

Initial task assignments

Aaron Chan: User story 1, 1
Prabhmeet Gill: User story 2, 1
Jasper Jeng: User story 1, 2
Vincent Wu: User story 3, 1
Luke Lai: User story 3, 2

Maaz Siddiqui: User story 3, 3

Sprint 1 Burnup Chat



Initial Scrum board:

| Story | To Do | In Progress | Done |
|--|--|-------------|------|
| As a user, I want the map to be zoomable so that I can see the location clearly. | Task 1: Determine if available in google map's/leaftletjs api if the map can zoom. (1 hour) Task 2: Add controls for zoom if not already and bind them to scroll wheel. (7 Story Points) Task 3: Add right-click context menu for zoom-in/out click options. (6 Story Points) Task 4: Adjust zoom to be specific intervals for ease of use and develop (2 Story Points) | | |
| As a user, I want the map to place markers so that I can clearly see where I marked for people | Task 1: Determine if available in google map's/leafletjs api if the map can place markers (1 hour) Task 2: Add mouse controls to place markers (6 Story Points) Task 3: Test and make sure markers stay where they are (1 hour) Task 4: Markers' data should be sent to the server and recorded (8 Story Points) Task 5: Markers' data on server should be sent to all clients (8 Story Points) Task 6: Markers' size should | | |

| | scale appropriately to zoom level (3 Story Points) | |
|---|---|--|
| As a user, I want the markers to have different colors so that it can be differentiable from the other markers. | Task 1: Add option menu to marker (eg. right-click marker) for list of colors (4 Story Points) Task 2: Add ability to set different colors to markers' state (3 Story Points) Task 3: Set markers to different colors based on its state (2 Story Points) Task 4: Send markers' color to the server and share with the clients (8 Story Points) | |

Scrum times Monday 3pm at Baskin Engineering Wednesday 7pm at Scrum Master's house Saturday 10am at Scrum Master's house