Assignment T1A3: Terminal Application

# App Idea Pitch to Educators

**App for Dance Teachers**

An app for dance teachers to store information about their students, create lesson plans and keep track of their students’ progress through the syllabus.

* Dance Syllabus
  + Dance styles to be taught
  + Steps in each dance, grouped into 3 levels
* Students
  + Create new student and store:
    - Name, Email, Mobile
    - Dances student is learning
      * Steps within each dance they have learnt & whether they are competent in that step yet or not
      * Level of student within each dance (student cannot progress to next level until competent in all steps from previous level)
  + View student information
  + Update student information
* Lessons
  + Create lesson plan to store:
    - Student
    - Date & time of lesson
      * Checks no lesson already scheduled for chosen date/time
    - Dance styles/steps to be taught in lesson (level 2 & 3 steps can only be added if student is competent in all lower-level steps in chosen style)
  + Update lesson to add notes about student progress
  + Update student competency in steps taught after completion of lesson
  + View individual lesson information
  + View list of upcoming lessons scheduled

## Ideas for name of app

* Ballroom Buddy
* Dancer’s Diary

# A screenshot of a user story Description automatically generatedProject Planning Process:

## Planning

Write user stories to determine features of app

### User Stories to determine Requirements

* ***User stories* are the smallest unit of work, expressed from the perspective of the user** eg:  
  "As a [personal], I [want to], [so that]"
* Clearly communicating:
  + The role of the user (WHO)
  + The action the user needs to perform (WHAT)
  + The reason that the user performs that action (WHY)
* Implementation independent - focus on the who, what and why and NOT on the how
* Clearly defined user stories make development easier
  + Easier to estimate (how many hours or days to complete?) and prioritise (from client's viewpoint)
  + Defined as done when the user can perform the task and gets the expected result

Eg two-sided marketplace for buying & selling used video games. A couple of user stories might be:

* As a game seller, I want to be able to update sale prices of the games I'm selling so I can respond to buyer demand.
* As a game buyer, I want to sort games for sale by their condition so I can view games in the best condition first.

My User Stories

As a dance teacher, I want:

1. To be able to easily view the syllabus of dances and dance steps I will be teaching students
2. To be able to store my students contact details
3. To be able to keep track of my students’ progress in learning the syllabus for each dance
4. To be able to create a lesson plan detailing the dances and steps I intend to teach a student at their next lesson

## Tracking

Set up tasks in Trello

* Define work streams in lists (probably similar to the below):
  + Backlog (unplanned work)
  + To do (planned work that is ready to do)
  + In progress
  + Review/Testing
  + Done

### Trello cards

* Create one card for each user story
* Add sub-tasks, story points, size, or time estimate, due dates, description, attachments etc
* If estimated effort for a user story is more than a day's work, make it smaller
  + Depending on the length of the iteration, may want even smaller chunks
* Prioritise cards in lists (both backlog and to do)
  + When the team is ready to work (start of iteration/sprint in scrum), assign cards to team members and move to In Progress

Template: <https://trello.com/templates/engineering/kanban-dev-board-lvRpONOJ>

Created Trell board from above template: <https://trello.com/b/11HAHKrN/t1a3-terminal-app-ballroom-buddy>