

Sprint 1 Plan  
Music Theory Keyboard  
1/25/17

**Goal:** Creating an interactive keyboard

Task listing, organized by user story:

**User Story 1:** As a user, I want to play an interactive keyboard.

Task 1: Create an interactive keyboard (6 hours)

Task 2: Have a note play when a key is pressed (4 hours)

**User story 2:** As a user, I want to be able to learn notes.

Task 1: Create an interface that display notes and play the corresponding notes (8 hours)

**User Story 3:** As a user, I want to be able to construct notes.

Task 1: Create an interactive page where the user can construct notes when using the keyboard (6 hours) (User just plays or messes around the keyboard without doing a lesson or quiz)

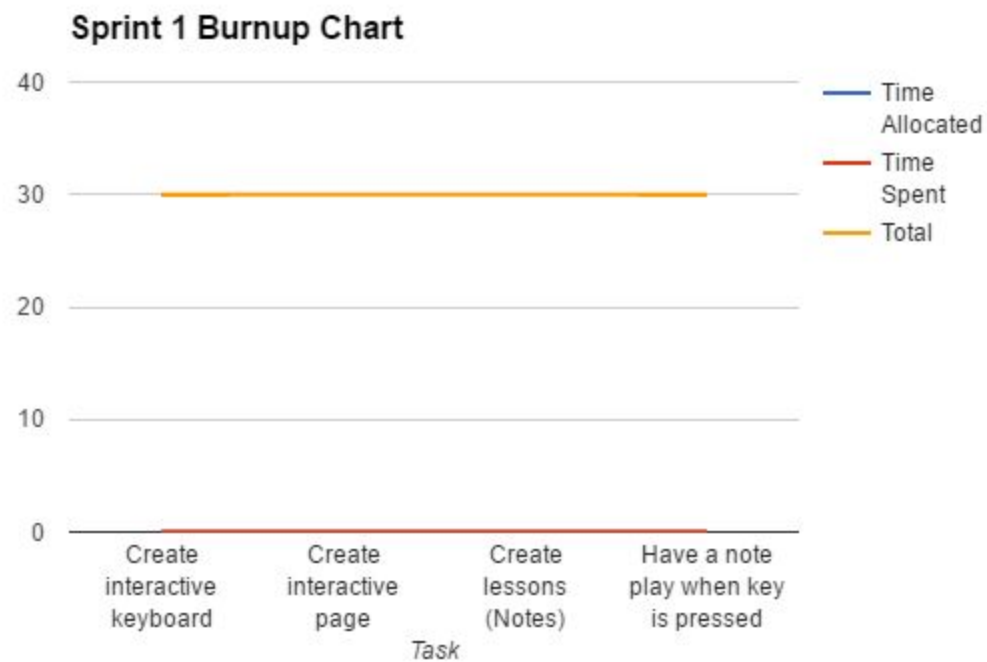
**Team Roles:**

Diego Jimenez (Product Owner)  
John Beardwood (Member)  
Jacob Darby (Member)  
Jan Lantaca (Scrum Master)  
Dan Savulescu (Member)  
Jinlin Li (Member)

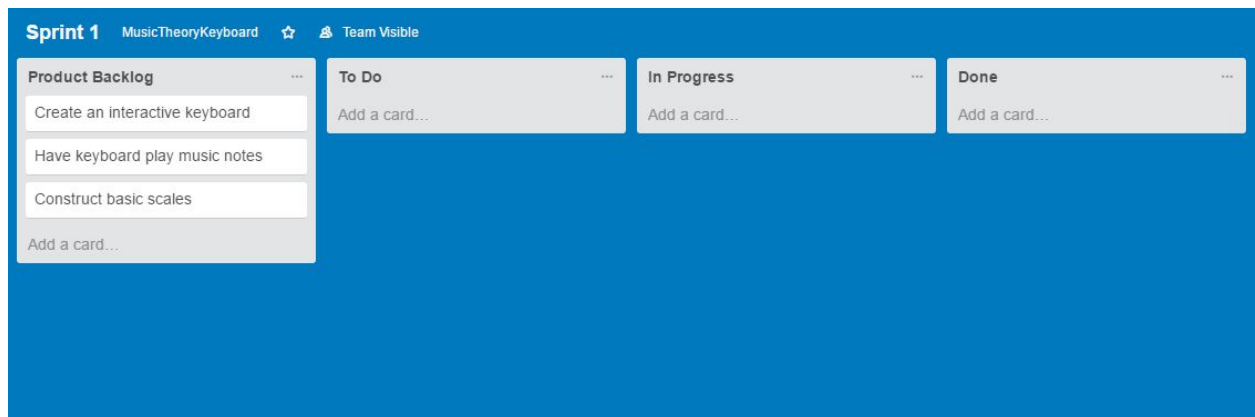
**Initial Task Assignment:**

Diego Jimenez (interactive page)  
John Beardwood (lesson page)  
Jacob Darby (lesson page)  
Jan Lantaca (keyboard)  
Dan Savulescu (keyboard)  
Jinlin Li (interactive page)

**Initial Burnup Chart:**



### Initial Scrum Board:



### Scrum Times:

Monday 10:40am-11:45am with TA (Jan)  
Mondays, Wednesdays, Fridays at 3pm