Sprint 3 Plan
"DeliverMe"
February 19, 2018

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revision date: Feb 19, 2018

Goal:

First off, we need to catch up with the previous sprint. Our goal for this sprint's user stories is to make the app more intuitive for users to use. This is where we make our application stand out from other ones and make our selling point, the ease of communication, present in our web application.

Task:

1. (5) As a buyer, I want to be able to see driver activity on a map so that I can issue a request to the nearest driver and get my items as quickly as possible.
2. (8) As a driver, I want the website to have a wallet application so that payment for my services will be ensured.
3. Carryover from Sprint 2:
   a. (8) As a non-regular user, I want to be able to see real-time updates around me so that I can find the right "partner" for my request quickly and easily.
   b. (8) As a user, I want to be able to login and access my account to set up my profile so that I can more easily communicate with my "partner."

Team Members and Role:
Daniel: Team member
Justin: Team member
Hasaan: Scrum Master
Brian: Scrum Master
Jeffery: Product Owner
Avery: Team member

Task Assignments:
Daniel: U3-Chat, U2-Wallet
Justin: U3-User Account
Hasaan: U3- Connections
Brian: U1-Maps API
Jeffery:U3-Post, U3-Maps API
Avery: U3-Chat, U1-Post/Maps

Scum Board:
https://trello.com/b/StPvbOqY/cmps-183-scrum-board

Scrum Meeting:
Wednesdays 3PM
Sat, Sun 2PM

Burnup Chart Plan:

DeliverMe Sprint 3 Burn-up Chart