**Sprint 3 Plan**

**“DeliverMe”**

February 19, 2018

Jeffrey Chan (PO)

Avery Sio

Daniel Tjandra

Brian Wan (Scrum Master 1)

Hasaan Javed (Scrum Master 2)

Justin Lau

sprint completion date: March 2, 2018

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:
   1. (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.
   2. (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:**

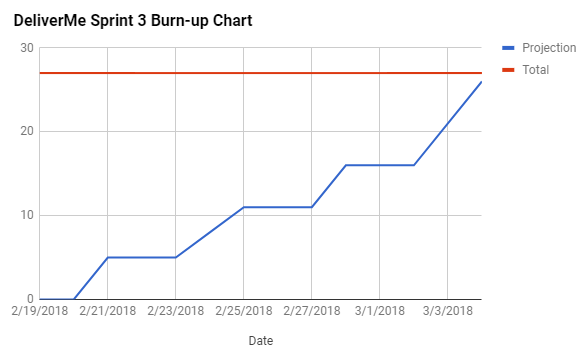
<https://trello.com/b/StPvbOqY/cmps-183-scrum-board>

**Scrum Meeting:**

Wednesdays 3PM

Sat, Sun 2PM

**Burnup Chart Plan:**

**