

Sprint 1 Plan

Product Name: UCSC LML Marine Debris Data Visualization

Member Names: Bridget Chew, Kaitlyn Liao, Noah Cantwell, Spencer Fulgham, Zachary Miller

Team Roles

Kaitlyn Liao: Project Owner, Developer

Spencer Fulgham: Scrum Master, Developer

Zachary Miller: Developer

Noah Cantwell: Developer

Bridget Chew: Developer

Goals:

Sprint 1:

Goal: Our goal is to familiarize ourselves with the technologies. This research will allow us to develop a basic wireframe map and foundation for our initial web application.

Task Listing

Sprint 1:

1. “As a developer, I want a locally hosted web application to ensure our environment is set for future testing of the project, that all developers have access to.”

Story Point Estimate: 3

Spikes:

- Familiarize ourselves with ReactJS and NodeJS languages and modularizing.
- Familiarize ourselves with github practices

Tasks:

- Download NodeJS on our individual computers
- AKA create a “Hello World” for the project with basic boilerplate code.

- Set up and share a github with the team, as well as upload the hello-world web app to github.

Assigned Members: Zack, Kaitlyn, Spencer

2. “As a developer, I want the ability to store and pull data from a backend database framework.”

Story Point Estimate: 8

Spikes:

- Familiarize ourselves with PostgreSQL and node-postgres

Tasks:

- Be able to upload some form of data to the database by code.
- Be able to pull some form of data from the database by code.
- Download necessary programs to run the database locally.

Assigned Members: Noah, Spencer, Bridget

3. “As a developer, I want a detailed wireframe map of the project’s required pages and their visual components.”

Story Point Estimate: 5

Spikes:

- Look at other data visualization tools for conservation efforts
- Do research on various css frameworks
 - Bulma
 - Bootstrap
 - etc

Tasks:

- Accumulate the necessary front-end components needed per page of the web application, as well as their placement on the page.
- Create a visual reference map of the various pages of the web application and how they interact
 - Using illustrator, adobe xd, or figma, etc.
- For each page, map out the placement of various features needed on the page, any visibility toggles, and note what each component accomplishes for the project.
- Get feedback from sponsor about visual aesthetics and branding

Assigned Members: Zack, Kaitlyn, Bridget

4. “As a developer, I want formal coding practices which help make our code readable and simple for others.”

Story Point Estimate: 2

Spikes:

- Research popular and applicable coding standards and practices we can adopt or apply

Tasks:

- Define a “coding tablet” which we can refer to for consistent coding habits, such as naming schemes, organization, helper functions, and whitespace, that developers will follow throughout the course of development.
- Meet with whole team to have “Coding Tablet” approved and okay-ed by developers

Assigned Members: Zack, (Bridget)

5. “As a developer, I want to know when our project can be considered out of development.”

Story Point Estimate: 2

Spikes:

- Research “definition of done” and end benchmarks for when MVP is achieved and when development of a project should end.

Tasks:

- Define a “definition of done” for our project’s tasks, so we can clearly understand when each task is completed and accepted by the team”
- Meet with whole team to have “Coding Tablet” approved and okay-ed by developers

Assigned Members: Kaitlyn

6. “As a developer, I want a wide range of options to host my web application, and want to understand how to host under various domains.”

Story Point Estimate: 3

Spikes:

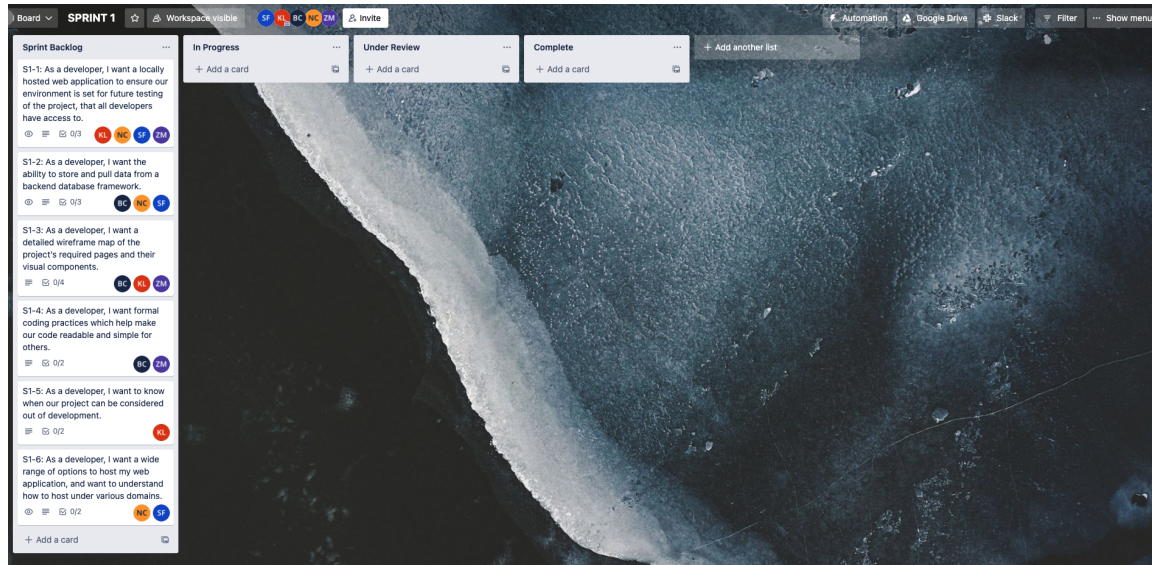
- Research various hosting options for web applications
 - Heroku, etc
- Research how to host under certain domains (ucsc.edu)

Tasks:

- Create a document which lists various avenues for hosting, specifically for hosting under ucsc.edu, if at all possible.
 - This will be used to relieve pressure away from the later user story in which we must actually host the project.

Assigned Members: *Spencer, Noah*

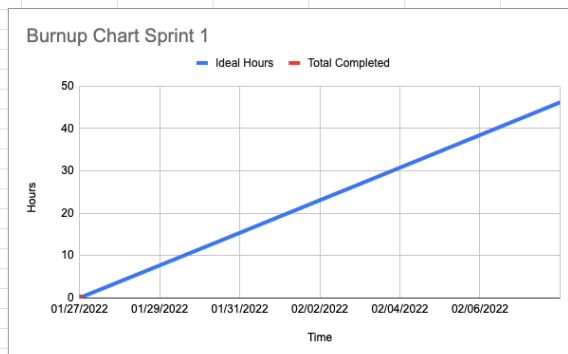
Initial Scrum Board



Initial Burnup Chart

Meeting Date	Bridget	Kaitlyn	Noah	Spencer	Zack	New Progress	Total Completed	Ideal Hours
01/27/2022		0	0	0	0	0	0	0
01/31/2022								15.38461538
02/01/2022								19.23076923
02/03/2022								26.92307692
02/07/2022								42.30769231
02/08/2022								46.15384615
Totals:	0	0	0	0	0	0	0	

Sprint Start:	01/27/2022
Sprint End:	02/09/2022
Ideal Hours:	50



Scrum Times:

Sprint Meetings:

Tue/Thu 11:00am - 11:15pm

TA Meeting:

Wed 4:00pm - 5:00pm

Sponsor Meeting:

Tues 3:30pm - 4:30pm

General Work Together Meetings:

Monday 4:00pm - 5:00pm