Sprint 2 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
Zachary Miller: Scrum Master, Developer
Spencer Fulgham: Developer
Noah Cantwell: Developer
Bridget Chew: Developer

Goals:

Our goal is to design the topology of the web app, work on parsing through debris data, and implement/research data visualization tools to have a more flushed out front end.

Task Listing

Sprint 2:

1. "As a developer, I want to design and implement the file topology for react so that we have a skeleton to code within."
Story Point Estimate: 5
Ideal hours: 7
Tasks:

- Decide where and how files will be organized.
- Comment what each file contains and briefly summarize its functionality.
- Explain and get the topology approved by the team.
- Draw a diagram of how all the react files will look.

Assigned Members (2): *Spencer, Kaitlyn, Noah*

2. “As a developer, I want to finalize the wireframe design and continue getting feedback from the sponsors regarding the visual components of the web application.”
Story Point Estimate: 3
Ideal hours: 5
Tasks:

- Share updated wireframe with sponsors
- Discuss and implement all edits requested by the sponsors
- Have all team members approve of the wireframe design
- Have all members of the LML team approve of the wireframe design

a reworded user story for the one we didn’t complete in sprint 1
Assigned Members (3): *Zack, Kaitlyn, Bridget*

3. “As a developer, I want to implement the foundation of the wireframe so that all the important components of the web application are displayed.”
Story Point Estimate: 13
Ideal hours: 15
Spike:

- Learning bootstrap CSS

Tasks:

- Integrating bootstrap with react
- Implement the landing page
    - Includes generic description of LML’s mission with marine debris, methods of data collection, call to action
- Implement the team page
    - Gather team and sponsor images, descriptions, important links/contact information
- Implement Log In page
- Implement main map/graph page
    - Have placeholders for legend, map, graphs, and photo gallery
- **all tasks do not require functionality**

Assigned Members (3-4): *Zack, Kaitlyn, Bridget*

4. “As a developer, I want to be able to upload our data in a .CSV file to postgreSQL, so that I can query the data and interact with it.”
Story Point Estimate: 13
Ideal hours: 15

Tasks:

- Ask/confirm with the sponsor team about how they want they're data stored
    - Confirm label names, included/excluded columns, data type constraints (e.g must be an int 1-20, date must be after xyz, etc.)
- Upload a csv file to an empty database and have it populate it
- Upload a csv file to an already populated database and have it only add new entries

Assigned Members (2): *Noah, Spencer*

5. "As a developer, I want to understand the different map and data visualization tools available so that I can pick one to use for our web application."

Story Point Estimate: 3
Ideal hours: 5
Spikes:

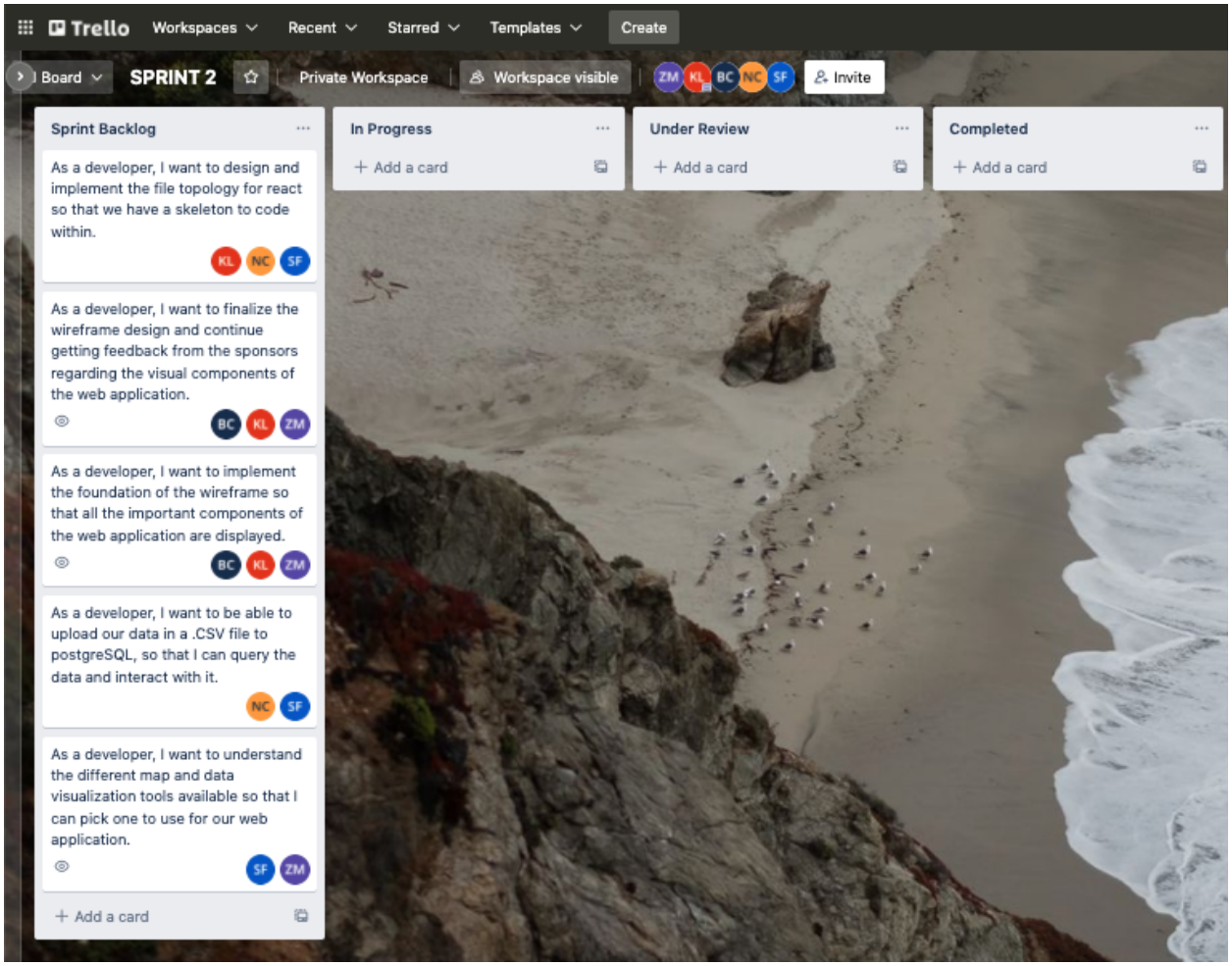
- Research what map APIs may be useful
- Research graph and data visualization tools to potentially use
- Look into data visualization animations

Tasks:

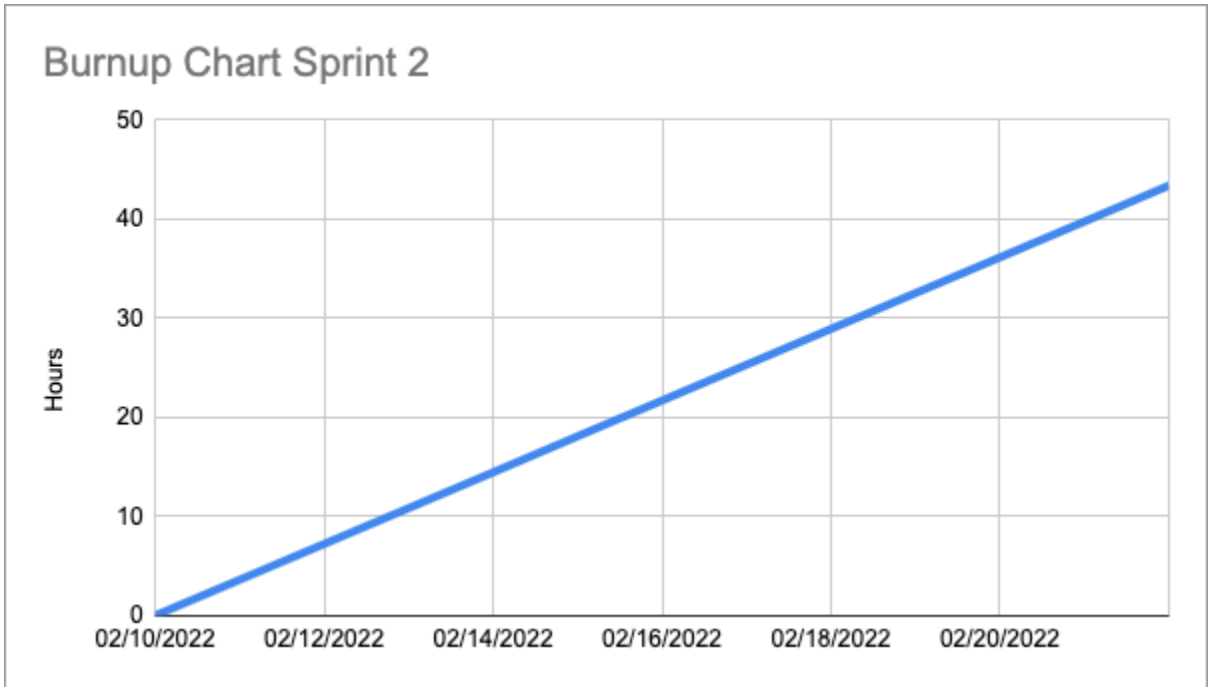
- Come up with a documented list of potential tools to use including a short description, pros and cons of each
- Have team pick what they want to use
- Have sponsors approve what tool they want to use.

Assigned Members (2): *Spencer, Zack*

Initial Scrum Board



Initial Burnup Chart



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