

# Sprint 3 Plan

Project Name: Lemonade

Team: Amit Khatri, Kevin Woodward, Ryan Schouweiler, Tarik Zeid, Akhshaya Baskar



High Level Goals (prioritized):

The goals for this sprint are to provide the user with features that go beyond simply playing music. This includes implementing album art and a music visualizer

User Stories:

Sprint 3)

- As a \*nix user, I want to see my album art because I want the modern feel of a music player without the bloatware
  - Task 1: Figure out if we want to display album art as an image in the console (possible via pre-made linux apps) or convert the album art to ASCII characters, so have a true text based music player. (1 hour)
  - Task 2: Depending on which method we decide, figure out how to implement album art within the ncurses menu/player we have created thus far (3 hours)
- As a millennial, I want a visualizer for my music that will allow for a clean aesthetic
  - Task 3: Figure out what goes into the process of creating a visualizer (math, graphics etc) (3 hours)
  - Task 4: Implement a visualizer with ncurses, that is animated and flows with the beat of the song (5 hours)

Team Roles

- Amit Khatri: Developer, PO
- Kevin Woodward: Developer, Scrum Master
- Ryan Schouweiler: Developer
- Tarik Zeid: Developer

- Akhshaya Baskar: Developer

Initial Task Assignment:

- Amit Khatri, Task 2, 4
- Kevin Woodward: Task 2
- Tarik Zeid: Task 1
- Akhshaya Baskar: Task 3
- Ryan Schouweiler: Task 4

For initial scrum board, burnup chart, etc. please see the Git README.md

Scrum Times:

Very subject to change!

- At room E1 316
- Monday after class, Wednesday after class, Saturday/Sunday as schedules permit.