

Sprint #2 Plan
SlugApp
Team SlugApp
End of Sprint: 2/15/16

Goal:

In this sprint, our goals are to create a working interface where we can view the dining hall menus for each dining hall around campus. We also want to be able to display the dining hall information in an orderly manner, being able to display all of the dining information on a single page without refreshing.

Tasks:

1) As users, we want to be able to browse upcoming dining hall meals in an intuitive way

- Dining hall front-end UI using JavaScript and model view controller architecture (6hr)
- Dining list front-end design (4hr)
- Dining UI and display combining/integration (3hr)

Total for user story 1: 13 hr

2) As developers, we want to acquire dining hall meals data, store it, and display it to users..

- Dining Hall menu scraper (6hr)
- Dining hall backend post/get in golang (5hr)

Total for user story 2: 11hr

3) As developers, we want to ensure all of our bug tests pass.

- Event bug tests (3 hr)
- Dining bug tests (3hr)

Total for user story 3: 6hr

Team Roles:

Simba: Product Owner

Isaiah

Josef: Scrum Master

Kyle

Andrew

Megan

Initial Task Assignment:

Simba:

User Story 2, Dining Hall menu scraper

User Story 3, Event bug tests

Isaiah:

User Story 1, Dining hall front-end UI using JavaScript and model view controller architecture

Josef:

User Story 1, Backend dining post/get in golang

User Story 3, Dining bug tests

Kyle:

User Story 3, Dining hall front-end UI using JavaScript and model view controller architecture

Andrew:

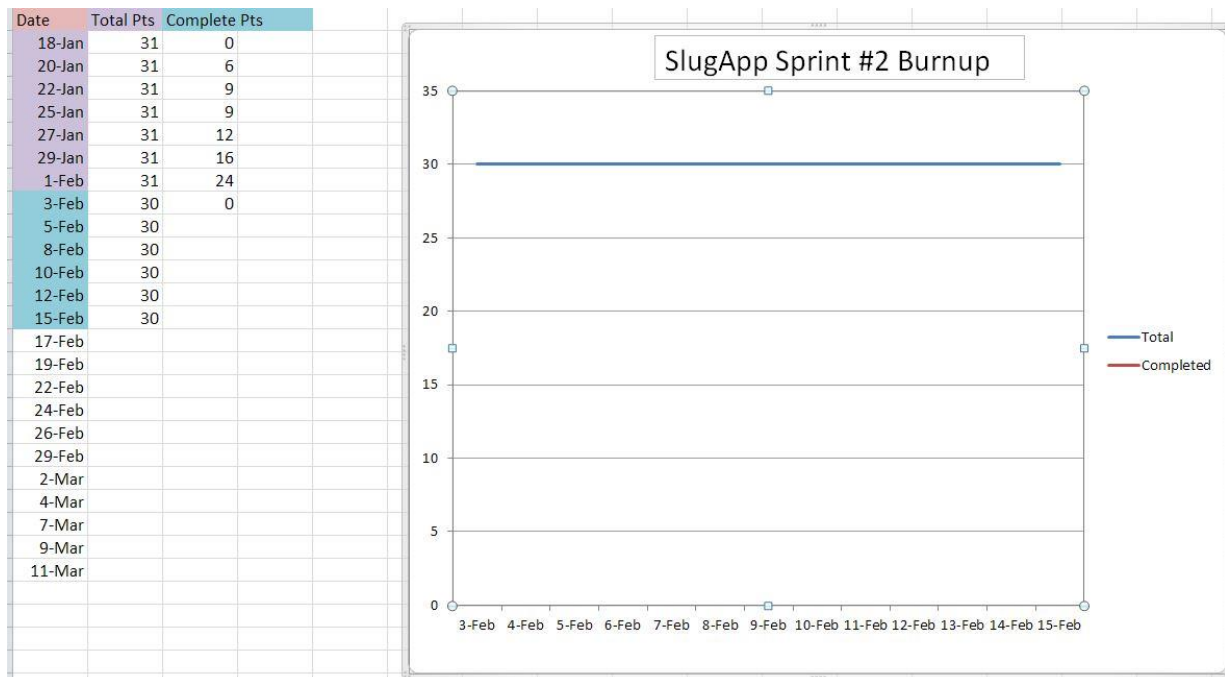
User Story 1, Dining UI and display combining/integration

Megan:

User Story 1, Dining Hall front-end display

User Story 3, Dining bug tests

Initial Burnup Chart:



Scrum Times:

Meetings are every MWF at 2PM. Each Monday meeting, our TA Sriram will sit in on our talks.