

## Sprint 3 Plan

Product Name: Take that for Data

Team Name: Take that for Data

Sprint Completion:

Revision number: 1

Revision date: 3/4/18

Goal: Finish viewing stats environment.

Task Listing:

- **User story 1:** As a scout, I need a way to log if the player scored or missed the shot, so that I can collect data to calculate their success rate. (8)
  - Differentiate a hit or miss shot on the screen (1 hour)
  - Double click? - miss (1 hour)
  - One click - hit (1 hour)
  - Total for user story 3: **3 hours**
  
- **User story 2:** As a scout, I need a way to remove the shot/miss if I incorrectly input the data. (5)
  - Make a function with the trash icon - when clicked, the user have the ability to delete the shots by clicking on them. (2 hour)
  - The shot disappears from the shot chart and from the firebase database (.5 hour)
  - Total for user story 4: **2.5 hours**
  
- **User story 3:** As a scout, I want to be able to use a shot chart to log statistics in real time. (8)
  - Integrate the click method to the d3.js shot chart (4 hours)
  - Make sure the shot chart is accurate with the coordinates and apply (2 hour)
  - Total for user story 5: **6 hours**

- **User story 4:** As a team member, I want to be able to view my team's statistics. (3)
  - Create page that reads from database and shows a team's statistics (1 hour)
  - Display the shot chart with the data - d3.js( 2 hours)
  - Total for user story 6: **3 hours**
  
- **User story 5:** As a team member, I want to view team shot charts. (8)
  - Retrieve all coordinates from players on a team, and collectively display on one shot chart (2 hours)
  - Total for user story 3: **2 hours**
  
- **User story 6:** As a team member, I want to view individual player's shot charts. (8)
  - Retrieve individual players shot coordinates and display on a shot chart (2 hours)
  - Total for user story 4: **2 hours**
  
- **User story 7:** As a user, I want to be able to use an interactive box score. (5)
  - Update point total on stat-logging page. Increment opponents score and display the games box score (3 hours)
  - Store the box score in the database for future use (2 hours)
  - Total for user story 4: **5 hours**

## Team Roles

Evan Louie: Developer

Gugsa Gameda: Developer (Scrum Master)

Kristine Nguyen: Developer

Michael Yang: Developer

Samuel Gabbard: Product owner

## Initial Task Assignment

Evan Louie: User Story 2, 3, 4, 5

Gugsa Gemed: User Story 1, User Story 7

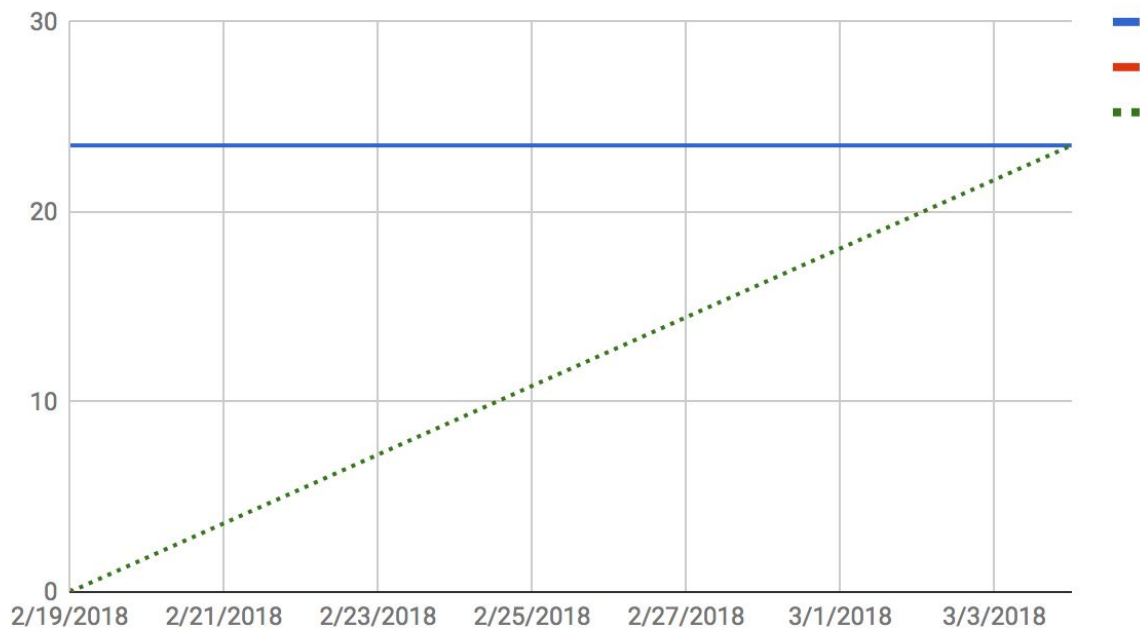
Kristine Nguyen: User Story 7, User Story 5, User Story 6

Michael Yang: User Story 6, Task 1

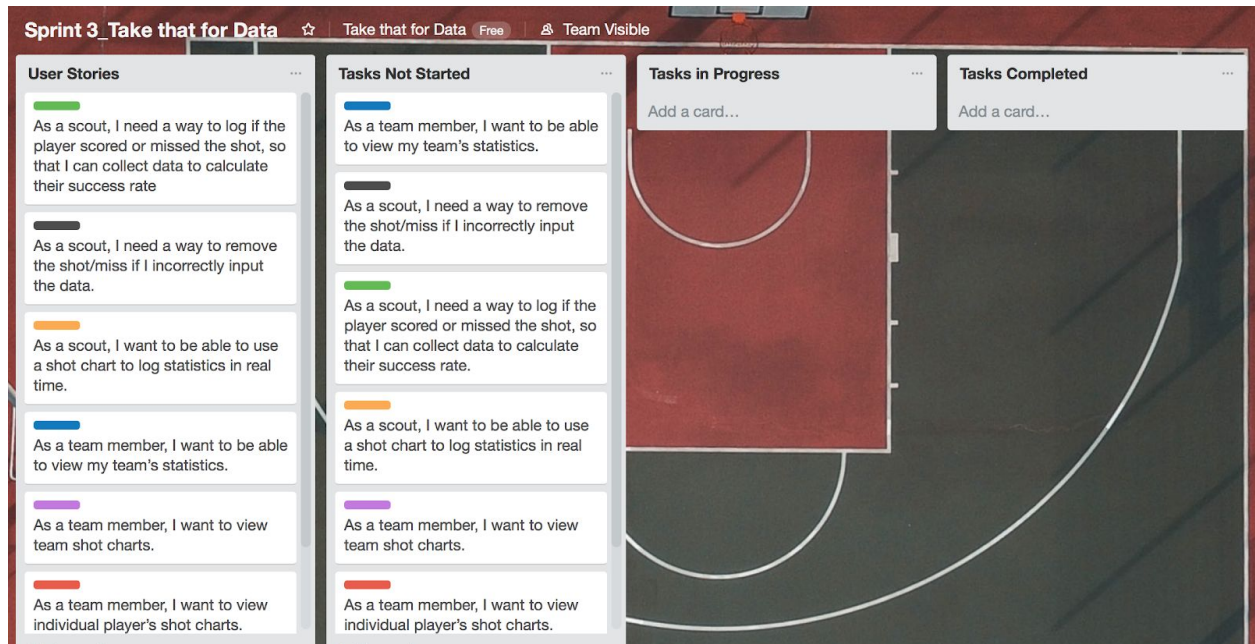
Samuel Gabbard: User Story 8

Initial Burn-up chart:

### Sprint 3 Burn-Up Chart



Initial Scrum Board:



Scrum Time

Monday - 10am

Wednesday, Friday 9:10AM - 9:25AM