

Sprint 3 Plan

Slug Sports

Slugs With Attitude

Sprint Completion Date - December 3, 2015

Revision 1.1 - November 12, 2015

High Level Goal = Implement additional features that enhance the user experience.

(implement parse backend, get comments to work, and misc. features)

Story 1: As a tester, I need to be able to do software builds and run regression tests. (3 points)

Task 1: Perform various tests of the software by using multiple devices. Functionality such as game creation, joining, etc. will be tested during this time.

Number of hours: 10

Story 2: As a developer I need to learn how to use Parse so that I can create a comment system where users can communicate (8 points).

Task 1: Read up on the Parse API and documentation to learn about object creation, accounts, and any other features that will be needed.

Number of hours: 10

Story 3: As a developer I need to implement the server functionality using Parse API into the app so that it can be used for comments/game creation/etc.(13 points)

Task 1: Provide a method for users to create a game and add it for other users to see.

Number of hours: 5

Task 2: Provide a method for users to join a game that has been created by another user.

Number of hours: 5

Story 4: As a user I want to have a comment system so that communication with others becomes easier (8 points).

Task 1: Create the Parse objects that will correspond to a user's comment for an existing game.

Number of hours: 2

Task 2: Implement a method to add comments to an existing game.

Number of hours: 4

Task 3: Add an interface in the UI that lets users add comments to games.

Number of hours: 2

Story 5: As a user I want a way to track the people who have joined my game to prevent large numbers of people from showing up. (2 points)

Task 1: Implement a running count of the users that have joined a game.

Number of hours: 3

Task 2: Display the value of the current users in the game within the app.

Number of hours: 2

Story 6: As a developer I need to polish the UI so that it looks professional to users. (3 points)

Task 1: Clean up and reorganize the elements on each page, make sure they are clearly visible to the user.

Number of hours: 4

Task 2: Implement a page that allows a user to view an event along with the comments and description.

Number of hours: 4

Task 3: Add a start page that gives users the option of finding a game, using the map feature, or signing into their account.

Number of hours: 2

Story 7: As a developer I need to add artwork so the app looks aesthetically pleasing to users.
(3 points)

Task 1: Import the art assets for sports and locations. Place them in their appropriate location

Number of hours: 2

Story 8: As a developer I need to update the user manual so that the instructions are up to date with our app's functionality.

Task 1: Add any explanations for additional functionality and edit the existing text.

Number of hours:1

Roles:

Max Kerscher-Santelli: Developer, initial task: Story 2, Task 1

Daniel Roberts: Designer, initial task: Story 6, Task 1

Sean Mendenhall: Developer/Scrum Master, initial task: Story 2, Task 1

Will Herrera: Designer, initial task: Story 6, Task 1

Rahul Patel: Research/Product Owner, initial task: Story 2, Task 1

Burn Up Chart and Scrum Board:

See git repository for pictures

Scrum Times:

Monday at 7:00 PM (15 minutes)

Tuesday at 7:00 PM (1 hour TA Meeting)

Thursday at 12:00 PM (15 minutes)