

Sprint 2 Plan
Slug Sports
Slugs With Attitude
Sprint Completion Date - November 4, 2015
Revision 1.0 - October 21, 2015

High Level Goal = Use Google Calendars to support basic features that will help users organize games (scheduling, joining games, viewing attendees, OPERS calendar).

Story 1: As a developer I want to implement the Google Calendar API so users can view the OPERS calendar within the app. (13 points)

Task 1: Look for resources on within Google's pages, find tutorials, make sure that the group is familiar with the Google API for Android.

Number of hours: 15

Story 2: As a developer I need to contact OPERS for a calendar with IM sports times so that I can get a list of their scheduled events (1 point).

Task 1: Find the person in charge of OPERS scheduling and talk to them about any calendars that OPERS provides.

Number of hours: 1

Story 3: As a developer I need to incorporate the OPERS calendar within the application to help users plan their games and prevent conflicts. (3 points)

Task 1: Provide a method for users to view the OPERS calendar within the app by looking at the API for ways to display the calendar.

Number of hours: 2

Story 4: As a user I need to be able to use my Google account so that I can place the event on a Google Calendar (8 points).

Task 1: Implement a way for people to sign in with their Google Account within the app.

Number of hours: 6

Task 2: Make it possible for users to add an event to the main calendar that lists all pickup games.

Number of hours: 4

Story 5: As a user I want to have a comment system so that communication with others becomes easier. (2 points)

Task 1: Implement a way to add comments to a Google event with the use of the app.

Number of hours: 1

Story 6: As a user I want to have a map of the ucsc campus so that I can see where all the fields and courts are located. (1 point)

Task 1: Find something in the Google API that allows maps to be displayed within Android.

Number of hours: 1

Story 7: As a user of the system, I must be able to read a user manual of the application. (3 points)

Task 1: Assess the parts of the app that would need to be explained to students.

Number of hours: 1

Task 2: Write the manual for the parts of the app that need explaining.

Number of hours 1

Roles:

Max Kerscher-Santelli: Developer/Scrum Master, initial task: Story 1, Task 1

Daniel Roberts: Developer, initial task: Story 1, Task 1

Sean Mendenhall: Designer, initial task: Story 1, Task 1

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

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