

Sprint 1 Plan
Slug Sports
Slugs With Attitude
Sprint Completion Date - October 16, 2015
Revision 1.0 - October 6, 2015

High Level Goal = Have the basic UI for the app designed and implemented (enable users to choose a sport, location, and time) as well as build a relationship with OPERs.

Story 1: As a developer we need to learn how to use Android's programming language in order to create a clean and functional interface. (5 points)

Task 1: Do whatever it takes to get up to speed with android studio, watch tutorials read stuff, whatever you've got to do.

Number of hours: 8

Story 2: As a user I need to be able to find the sport that I want to play so that I can look for other people who also want to play that sport. (4 points)

Task 1: Design the layout and style of the app including menus, title screen, loading screen. Complete several to spec PDFs that the programmers can make functioning UI. This task must be done early in the sprint as other tasks rely on it.

Number of hours: 3

Task 2: Program a working menu system that allows user to pick a sport, location and day that sends the user to a yet to be implemented schedule. These menus should work although different sports and locations don't have to be accurate to final version.

Number of hours: 6

Task 3: Take the UI code and bring it up to spec according to the design PDFs. After this task is complete the app's menus should look complete and be fully functional.

Number of hours: 5

Story 3: As a developer I need to know how to web crawl in order to get the list of sports and times from OPERs. (8 points)

Task 1: Reach out to OPERs to gain information on how they keep track of events, more specifically how they keep track of events digitally. Find out if this calendar is public and if it is not get permission to access it. Must be completed early as other tasks depend on it.

Number of hours: 3

Task 2: Once we know where and how OPERs keeps track of its schedule we must research how our app will access this. This includes learning any APIs or languages we must know to collect the information off OPERs calendar.

Number of hours: 4

Story 4: As a developer we need to have an instruction dialog to tell people what they should do on each screen to ensure the best experience. (2 points)

Task 1: Design a tutorial system that will help first time users understand the app.

Number of hours: 2

Task 2: Implement tutorial so the first time you open the app you have a walkthrough.

Number of hours: 2

Roles:

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

Daniel Roberts: Developer/Scrum Master, initial task: Story 1 task 1

Sean Mendenhall: Designer, initial task: Story 2 task 1

Will Herrera: Designer/Scrum Master, initial task: Story 2 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 (15 minutes)

Tuesday at 7:00 (1 hour TA Meeting)

Thursday at 12:00 (15 minutes)