COURSE ADVISING APPLICATION

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Team Course Advising Application Sprint 1 Planning Document

1 SPRINT OVERVIEW

1.1 OVERVIEW

1.2 SCRUM MASTER
Michael Fishler

1.3 SCRUM MEETING TIMES
- Wednesday 26th February
- Friday 28th February
- Monday 2nd March
- Wednesday 4th March
- Friday 6th March

1.4 RISKS/CHALLENGES
- *Making sure that everything is uploaded into Github successfully.*
- *Ensuring that each member has learnt basics of React.*
- *Having to make our own components if they are not available in Bootstrap.*

2 CURRENT SPRINT DETAIL

2.1 USER STORY
The user is able to open the application and all the information is available in the app.

Tasks

Task description	Estimated time (hrs)	Owner
Database creation	3	Michael
Data collection	2	Michael
Create a desktop testing window	1	Simran
Learn React	10	All

2.1.1 Acceptance criteria
If this user story is successfully implemented the user will be able to select from all major requirements once the application is running. Furthermore, once all the team members learn the basics of React, JavaScript , HTML, and CSS the application will be able to have more functionality as well as its UI styling applied.

2.2 USER STORY
The user views their homepage. Creation of the homepage layout.

2.2.1 Tasks

Task description	Estimated time (hrs)	Owner
Learn React	10	All
Creating the timetable	4	Simran
Creating the buttons	3	David
Creating profile tile	4	Michael
Creating home button	2	David

2.2.2   Acceptance criteria

If this user story is successful then the user will have a homepage to land on and tabs which will allow them to explore and utilise the application further.