# Ideate Team Plan

# **Tasks**

(Low effort < 1 hour, high effort > 3 hours, medium effort in between)

#### **UI/Front end**

- Design of pages (MVP)
  - Low effort
  - Niki
- Creation of icons (MVP)
  - Less than low effort
  - o Niki
- Components, Actions, and Views for pages (MVP)
  - Medium effort
  - Jessica
- Components, Actions, and Views for ideas (MVP)
  - Medium effort
  - Jessica
- Components, Actions, and Views for board (MVP)
  - Medium effort
  - Niki
- Reactive board
  - High effort
  - o Niki
- Animations
  - o High effort
  - Niki

#### Backend

- Accounts and login
  - o Create an account
    - Medium effort
    - Ethan
  - Login via secret code (MVP)
    - Medium effort
    - Ethan
- Routing (MVP)
  - o High effort
  - o Ethan
- Data model schemas Board, Idea, User, Notes (MVP)
  - o Medium effort
  - Melissa
- Database operations Saving, loading, sharing (MVP)
  - High effort
  - Melissa
- Tests

- Medium effort
- Everyone is responsible for their own tests

# Calendar

Date	Tasks to be completed
11/20	<ul> <li>Design of pages</li> <li>Components, Actions, and Views for pages</li> <li>Components, Actions, and Views for ideas/board</li> <li>Routing</li> </ul>
11/23	MVP due      Login via code     Data model schemes     Database operations
11/30	Revised Design  Tests Revise code Begin adding additional features
12/12	Final Code     Final tests     Implement all features

# **MVP**

Our MVP will consist of a very simple version of the application. It will have three main functionalities. 1) Users may either create or join a board. 2) Users may add ideas to a board. 3) Users may upvote other ideas. These three functions are the core of our product, and so we think they are a good choice for our MVP. We can add some of the other features such as creating accounts, saving boards, and sharing boards, on top of the functionality we will have in the MVP.

#### **Included Concepts**

- Idea
- Board
- Moderator
- Upvote

# **Issues Postponed**

- Flagging ideas
- User accounts
- Saving boards
- Security mitigations