

Scrumboard 2			
User Stories	To Do	In Progress	Done
US#1. As a user, I want the keys to make sounds when I push them, so that I can hear what I am playing		US2 T1: Make UI scalable across multiple iOS devices	US1 T1: Implement sound synthesis
US#2. As a user, I want a UI that is compatible with my iOS device, so that I can use the application on any of my iOS devices		US2 T3: Finalize design of UI	US1 T2: Modify controller to generate monophonic sound if a key is pressed
US#3. As a user, I want to be able to select a scale, so that I can see the notes of that scale highlighted.			US2 T2: Make the buttons look like an actual keyboard
			US3 T1: Implement more scales
			US3 T2: Implement a picker menu for scales
			US3 T3: Implement a button to reset the keyboard