SPRINT O NOAH BAKER, SOPHIE FISCHER, NOAH MONROE, AND GAVIN STRICKLAND

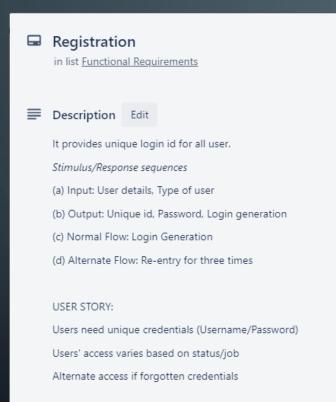
GOALS FOR SPRINT ZERO

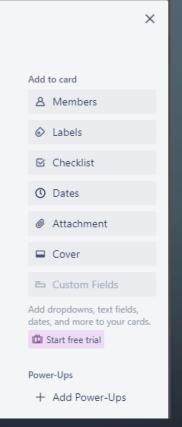
- Select Scrum Master, team name, project
- Set up project tracking, team communication
- Get to know each other! (Strengths/weaknesses, etc.)
- Set up software
- Develop Scrum user stories, prototype login screen

ACCOMPLISHED TASKS

- Elected a SCRUM Master, designated front and back end, and decided on a team name
 - SCRUM Master Sophie
 - Team name Butler University Development Squad (B.U.D.S.)
 - O Gavin and Noah Monroe Back end, Sophie and Noah Baker Front end
- Selected our project for the semester
 - Work-Flow Management System Design a system to manage incoming and outgoing products from each department and generating reports
- Set up a system for project tracking
 - O Trello Board has been set up and used to track requirements of the project
- Set up a system and norms for team communication
 - O Primarily communicating by text message can also communicate by email
- Developing Scrum User Stories for each requirement

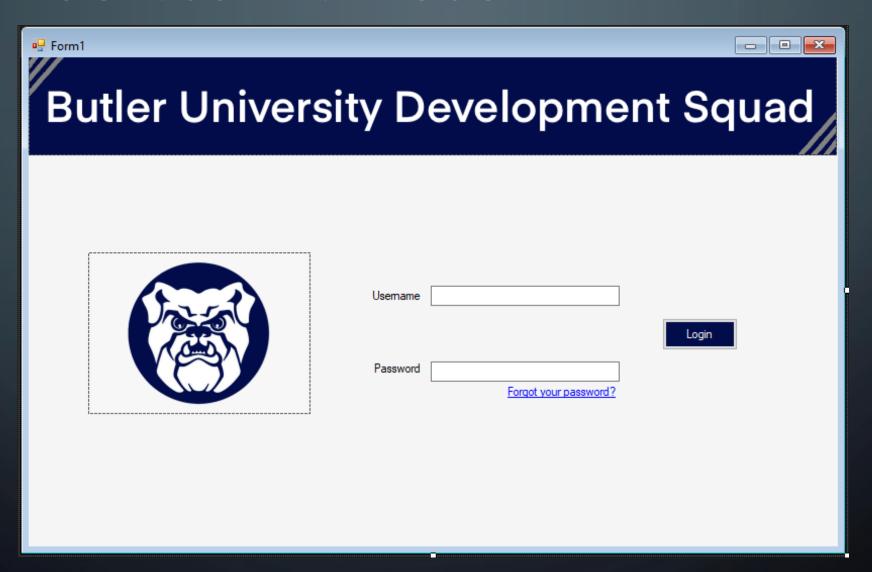
USER STORIES



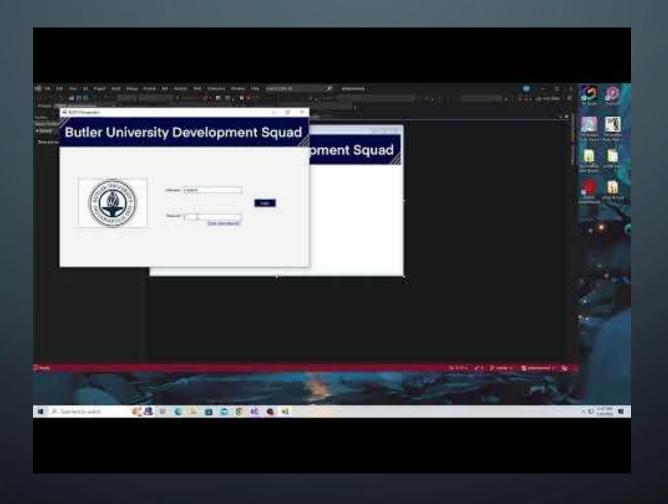


- Using Trello, we separate function requirements into unique "cards"
 - Cards include general description
 - Requirements needed to complete task
 - User story

GUI LOGIN SCREEN - ROUGH DRAFT



GUI DEMO



CHALLENGES

- Collaborative Software Setup
 - Working with GitHub/ ability to see everyone's changes

NEXT STEPS

- Learn C# and begin software development
- Continue working on GUI login screen
 - Learn Adobe XD
- Implement database to store login information
 - Learn how to setup Azure SQL database



QUESTIONS?