HandyApp Team Final Plan

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Slacker Policy

The scrum master will decide if a scrum member is being a slacker. Slacking includes but is not limited to, not showing up to a meeting without reasonable excuse, not doing the task(s) that is assigned to and showing poor communication.

There are three strikes involve dealing with the slacker:
- The first strike will be a warning.
- The second strike will take the place of the Scrum Master for reporting to Dr. Crabtree along with the other Scrum Masters about the Scrum meetings and discuss the following:
    o What did the team do since the last team meeting?
    o What obstacles are the team encountering?
    o What does the team plan to accomplish by the next team meeting?
- The third strike will be reported to Dr. Crabtree for being a slacker.

Team Organization

Scrum Master (Sprint 3): Anthony Samuel

Practitioners: Braxton Dempsey, Oberon Ilano, Luke Johnson, Anthony Samuel, Surya Partap Singh

Meeting Notes
- The application should be able to search for event's location and bands.
- The audience should be able to add certain event/band to favorite list.
- Learn and practice implementing Flutter for the next 2 weeks.
- Update Dr. Watson about the status of the product.

Product Backlog

	Tasks	Time Goal
Sprint 3	4. Finish search functionality	480 hours
	5. Adding favorite functionality.	
	6. Complete adding the rest of the data.	
	7. Complete the product.	
	8. Delivery of the product.	