**Product:** Athlete Jail Application

**Sprint 1**

Goal: Figure out what server we are going to host our application on and begin development on IOS platform.

Method: Team members Brian and Ben have been assigned to do research on servers best suited for an application that leverages user location and team member Anthony is proficient in IOS development and will begin to develop the UI and logic for the app to communicate with the server.

Metrics: Completion of the sprint will be determined if the server and the application have been connected successfully.

**Sprint 2**

Goal: Take photos and videos of our application and insert them into our presentation/documentation as well as figure out how to make the UI more appealing.

Method: Team member Eric is responsible for taking screenshots of the application so he can begin the documentation process. Team members Anthony, Brian, and Ben are responsible for doing research on how to make the applications front end more appealing using the swift programming language.

Metrics: Completion of the sprint will be determined if documentation has begun and if the UI has increased in appeal to test users.

**Sprint 3**

Goal: Begin development of the web end of the application so coaches can have the ability to monitor the athletes (athletes use phone app and coaches use web app).

Method: Team member Brian is responsible for creating the MySQL database as well as including dummy data for testing purposes. Team member Anthony will be using html, php, and sql to retrieve the data from the athletes and display it in an organized table on the apps website.

Metrics: Completion of the sprint will be if the web portion of the app can cleanly display the athletes data/location that is easily readable for any user.