Sprint 1:

- Come up with project idea.
- Paper mockups and simple drawing. To get a basic common picture of how the app/web application should look like.
- Mockup web frontend. A more accurate picture of how the web application look like and how it works.
- Mockup app frontend. A more accurate picture of how the application look like and how it works.

Sprint 2:

- Setup app environment in repo. Just to make the repo structured.
- Setup backend environment in repo. Just to make the repo structured.
- Setup web-frontend environment in repo.
- Familiarize with technology used in project.
- Database design.

Sprint 3:

- Push an image from backend into app. To make sure that the backend talks to the frontend.
- First draft backend api spec.
- Look into the possibility to use google maps api directly in the app.

Sprint 4:

- Send useful data fron frontend to backend
- Add support for Google Maps to the web frontend
- Createe mockups for the app frontend
- Setup routing structure for backend.

Sprint 5:

- Be able to display reroutes on the frontend device

Sprint 6:

- User test against traffic leaders.
- Write unit tests, integration/system tests, acceptance tests.

Sprint 7:

- Reflection report
- Check goals for prototype
- User tests against bus-drivers with first prototype.

Have been done without documentation:

- Add websocket support for app <-> backend. To be able to send the data from the web to the app we used websockets.

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- Add simple routes to backend
- Fix communication between app <-> backend (preferably).
- Add websocket support for frontend <-> backend.