UCSC Bus Tracker - Sprint 2 Plan

Team Members: Nathan Lakritz, Brian Thyfault, Radomyr Bezghin, Rizzian Tuazon
Sprint Start Date: 2/10/2020
Sprint Completion Date: 2/23/2020
Revision Number: 2
Revision Date: 2/14/2020

Goal: The goal of this sprint is to polish the basic UI designed in Sprint 1 as well as implement quality of life features such as Shuttle/Metro schedules, user-friendly UI, and bus indicators. To accomplish this, we must also learn how to properly and efficiently implement features in Swift and MapBox.

Sprint Tasks:
- User Story 1: (5) As a student, I want to know the official bus schedule so I can plan my own schedule effectively.
  - Task 1: Learn how to use tables in Swift (either implement through code or through the physical UI builder) (4 hours)
  - Task 2: Learn the different bus schedules (1 hour)
  - Task 3: Implement data into table view (3 hours)
- User Story 2: (7) As a user, I want to interact with a nice-looking and intuitive UI.
  - Task 1: Design UI/come up with idea of UI before implementation (2 hours)
  - Task 2: Actual implementation of the UI (5 hours)
- User Story 3: (5) As a user, I want to be able to switch between dark and light modes.
  - Task 1: Learn how to implement dark mode (3 hours)
  - Task 2: Actually implement dark mode on map and UI (2 hours)
- User Story 4: (10) As a user, I want to know bus type and the direction it's going.
  - Task 1: Figure out how to properly display this (through the bus logo/icon, etc.) (5 hours)
  - Task 2: Implement into code/app and ensure that it is accurate. (5 hours)
    - Testing will depend on timing as active buses with tracking devices vary throughout the day.

Team Roles:
- Brian Thyfault: Project Owner
- Radomyr Bezghin: Developer
- Nathan Lakritz: Scrum Master
- Rizzian Tuazon: Developer

Initial Task Assignment:
- Radomyr: User Story 4
- Rizzian: User Story 2
- Brian: User Story 3

- Nathan: User Story 1

Scrum Meeting Times:
- Monday 11:45 am
- Wednesday 11:45 am
- Friday 11:45 am

TA Meeting Time:
- Tuesday 10:35 am