UCSC Bus Tracker - Sprint 4 Plan

Team Members: Nathan Lakritz, Brian Thyfault, Radomyr Bezghin, Rizzian Tuazon
Sprint Start Date: 3/9/2020
Sprint Completion Date: End of Quarter
Revision Number: 1
Revision Date: 3/10/2020

Goal: The goal of this sprint is to wrap up some tasks that are unfinished from Sprint 3, as well as iron out some minor bugs in preparation for a demo and presentation. We'll also be working on our presentation slides, uploading finalized documentation to the repo, and merging any finished code still on branches. We won't be ready to publish our app to the App Store until all the previously mentioned tasks are complete (if there's not enough time, we can push it out).

Sprint Tasks:
- User Story 1: (7) As a student, I want to be able to download the bus tracker app on the official Apple App Store.
    - Task 1: Get funding for a developer account and create one (2 hours)
    - Task 2: Write description, create logo, and write metadata (4 hours)
    - Task 3: Publish on App Store (1 hours)
- User Story 2: (5) As a user I want my app to be bug-free and work smoothly.
    - Task 1: Fix bug where first-time user experiences a crash due to user location (2 hours)
    - Task 2: Extend splash screen duration by displaying it as a view, rather than delaying loading screen (2 hours)
- User Story 3: (5) As a student, I want to know how crowded buses are.
    - Task 1: Track users that are on the bus based on proximity (3 hours)
    - Task 2: Store data on server (3 hours)
    - Task 3: Display data to users (3 hours)

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

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

TA Meeting Time:
- Tuesday 10:35 am