

## **Scrum Space Mockups**

### **Overview**

The following mockups provide an overview over the general functions/displays that we intend to provide in our app. Each team member picked one, designed/created it and then described the function in their appropriate section of the write-up.

A general overview of components is:

1. Global User Interface (UI)
2. Dashboard
3. Project Page
4. New Sprint Creation
5. Task Detail View
6. New Project Creation
7. User Settings
8. Git Statistics

### **Global UI (Dylan Fischler)**

*Responsible for creating the global UI (navigation and sidebar), as well as the definition of a global color scheme using Sass.*

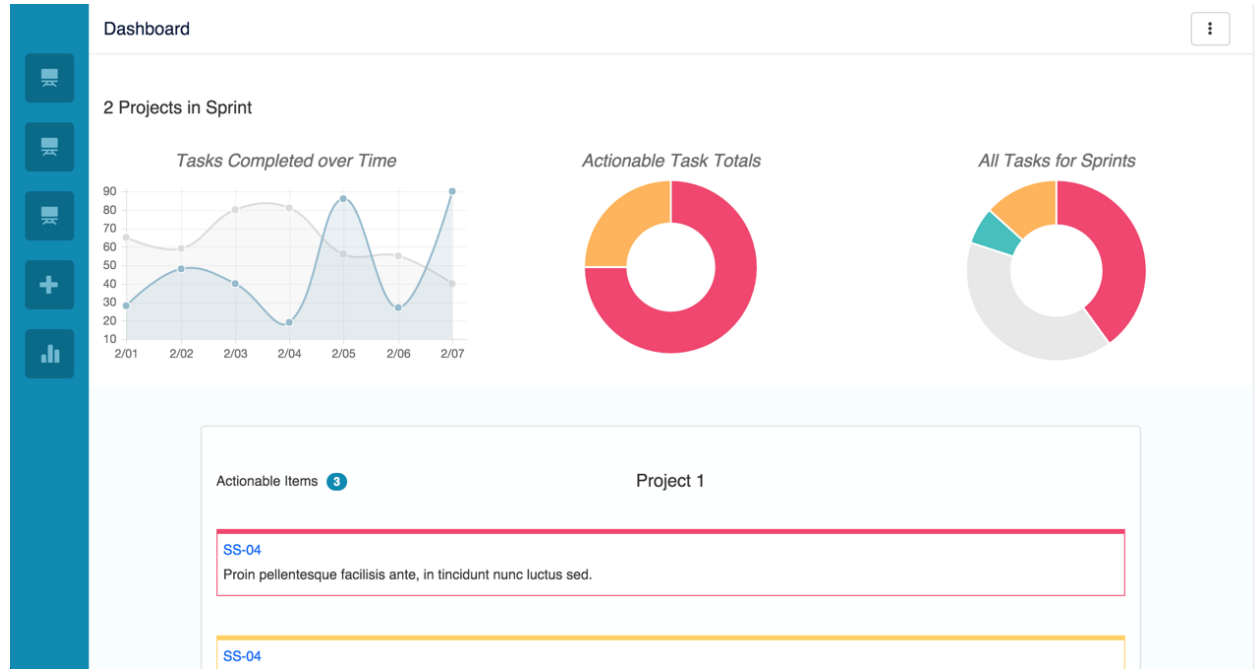
The global UI consists of the Header and the side navigation bar (the Sidebar). In most views, the Header contains the page title (Dashboard, New Project, etc.). In the project view however, the Header title lists the project currently being viewed.



The Sidebar is where most of the navigation occurs. One can select a project (identified by a unique project avatar) to render the project view, as well as add new projects to their application.

## **Dashboard (Abhay Vatsa)**

*Provides a curated list of tasks in addition to charts providing information about task completion over time and progress made to sprints.*



The Dashboard is the landing page of our application. It is the first page the user will see after logging into ScrumSpace. It contains charts showing details about task completion across all the user's sprints. The purpose of the page is to give a general overview of the projects/sprints the user is involved in and help them prioritize their tasks.



The Tasks Completed over Time chart shows how many tasks have been completed across all projects for the total duration of sprints.

Actionable Task Totals



The Actionable Task Totals shows how many tasks across the user's projects are in blocking/doing status.

All Tasks for Sprints



The All Tasks for Sprints shows a breakdown for all statuses of tasks including: unassigned, doing, blocked and done.

Actionable Items 3	Project 1
SS-S1-T4 Proin pellentesque facilisis ante, in tincidunt nunc luctus sed.	
SS-S1-T5 Proin pellentesque facilisis ante, in tincidunt nunc luctus sed.	
SS-S1-T2 Proin pellentesque facilisis ante, in tincidunt nunc luctus sed.	

Actionable Items 3	Project 2
SS-S1-T1 Proin pellentesque facilisis ante, in tincidunt nunc luctus sed.	
SS-S1-T10 Proin pellentesque facilisis ante, in tincidunt nunc luctus sed.	
SS-S1-T1 Proin pellentesque facilisis ante, in tincidunt nunc luctus sed.	

The final component of the dashboard are tiles that show actionable tasks that are assigned to the user. These tasks are grouped by the project they belong to and then ordered by priority (from most pressing to least pressing).

### **Project Page (Dylan Fischler)**

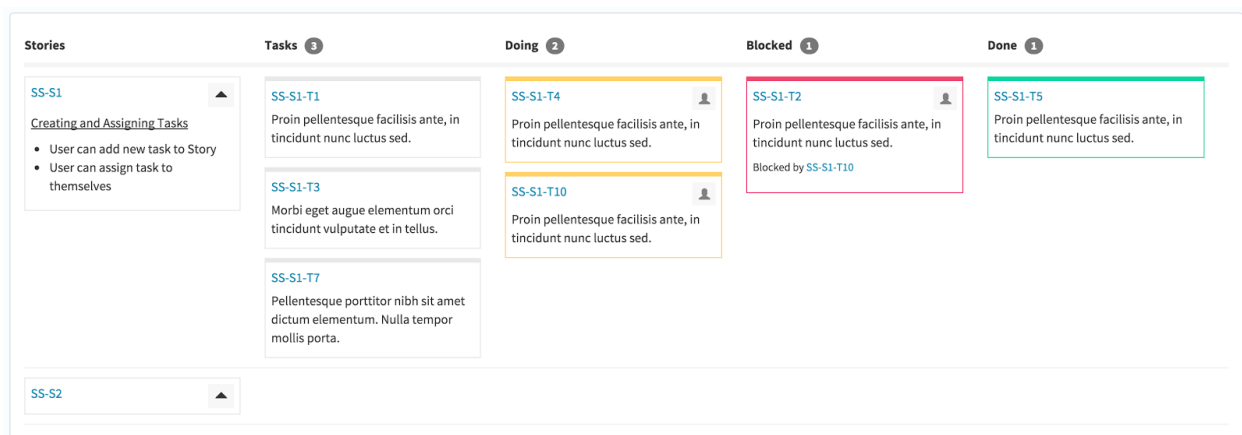
*Responsible for the creation and styling of the project page details, scrum board layout and task and user story styling.*

The project page is the central location for project task management, obtainable from the global sidebar. The first thing the user sees at the top of the page is a detail section holding live and relevant information.



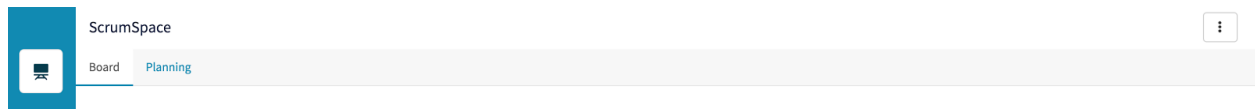
The detail section contains the current state of the project, in this case “V1 Release Sprint”, as well as the time box of the current sprint, and your daily scrum time. Underneath this information is the project progress bar, giving an incredibly useful visual overview of the tasks within the sprint as well as their states.

The rest of the page is dedicated to the scrum board, one of the most used modules in the application. The scrum board, being an integral part of the scrum process, houses all of the task tracking functionality, acting as a complete visual representation of your current project’s state.



The table is organized into collapsible user stories (defined during the sprint planning process), which contain the tasks associated with them. Each task is designated a unique application-wide ID (a 2-4 digit Project Code), the story ID number, and a task ID number. Tasks are applied an application universal color code to highlight their current state (Doing, Blocked, Done), and will dynamically change along with a task’s state change, which can be done by dragging tasks to a different column on

the board. Additionally, when tasks are assigned, the assigned user's avatar will appear in the top right corner of the task.



The project page has a tabbed navigation under the title bar, allowing it to support additional, more specialized functions, like sprint planning (Ryan Jerue's Feature).

## **New Sprint Creation (Ryan Jerue)**

*Responsible for planning sprints by setting the timeframe and populating the scrum board with stories and tasks.*

In order to add things to the scrum board, a sprint must first be planned. The page is accessed by a tab on the top of the page. The same tab allows the user to navigate to the Scrum Board. The objective of the sprint planning screen is to create a one stop shop where a user may set their sprint's timeframe, create stories, and the stories' associated tasks.

ScrumSpace

Board

Planning

## Sprint Planning

Timeframe

Enter Sprint Name

Enter Start Date

Enter End Date

Name of Sprint

mm/dd/yyyy

mm/dd/yyyy

Story 1

Enter a Story

Something you want to get done!

Enter a Task

Task Name

Enter Task Details

Enter a Task

Task Name

Enter Task Details

Add New Task

Story 2

Enter a Story

Something you want to get done!

Enter a Task

Task Name

Enter Task Details

Add New Task

Add New Story

Done

The screen is initially split into two panels (the mockup displays three to demonstrate what adding multiple stories will look like), the top one is dedicated to the initial sprint's name to appear on the project view, as well as the timeframe in which the sprint will be held. The next two panels represent the addition of stories and tasks. A story on the scrum board represents something tangible that the sprint hopes to accomplish whereas tasks, are more specific technical things that need to be accomplished in order to achieve the story's feature. For example, an application such as Facebook may have had a story of "posting a status update" with tasks such as the "creation of a page to post status updates" and "create database of status updates."

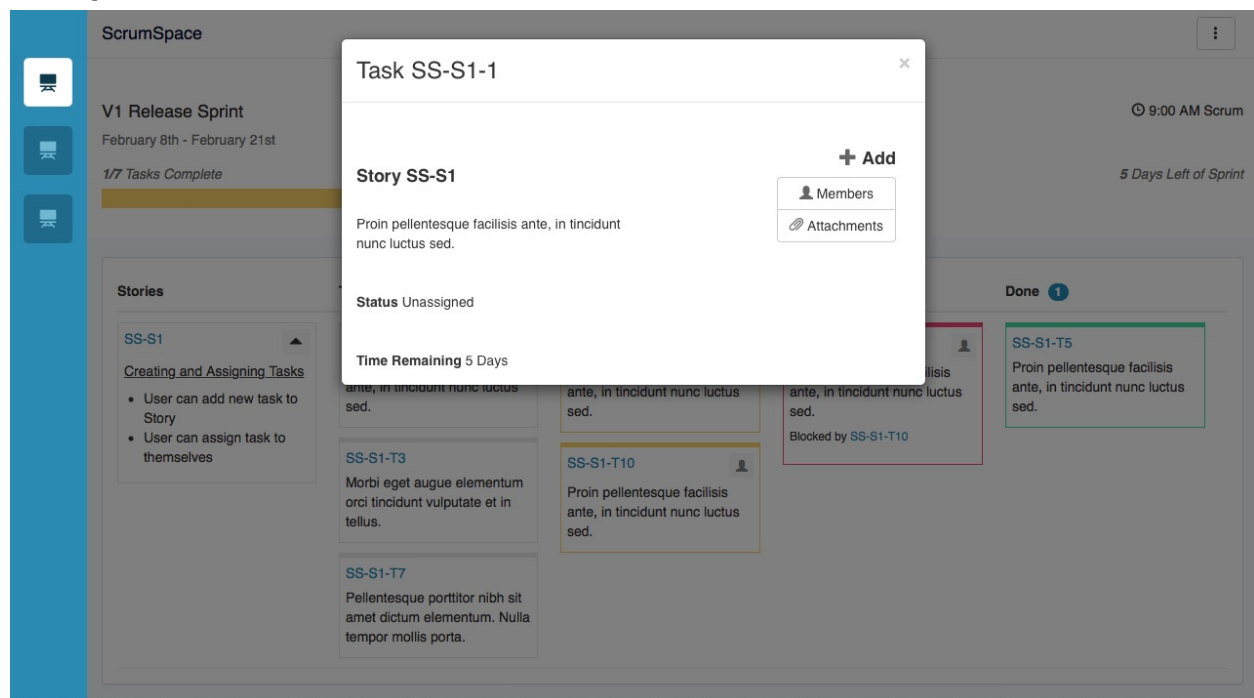
As a sprint may have several stories, and each story several tasks, the page has been set up so that each story gets its own panel. Initially, there will only be one panel for a story, and an entry for a single task, however additional panels may be created by the "Add New Story" button, and adding a new task will be as simple as hitting its associated button. Additionally, if a user added too many stories or tasks, once multiple have been created, a close button will appear alongside them allowing the user to remove said task or story. Upon completion, the done button will redirect the user to a newly populated Project Page.

### **Task Detail Views (Niharika)**

*Responsible for making the pop ups on the scrum board that detail information about each task.*

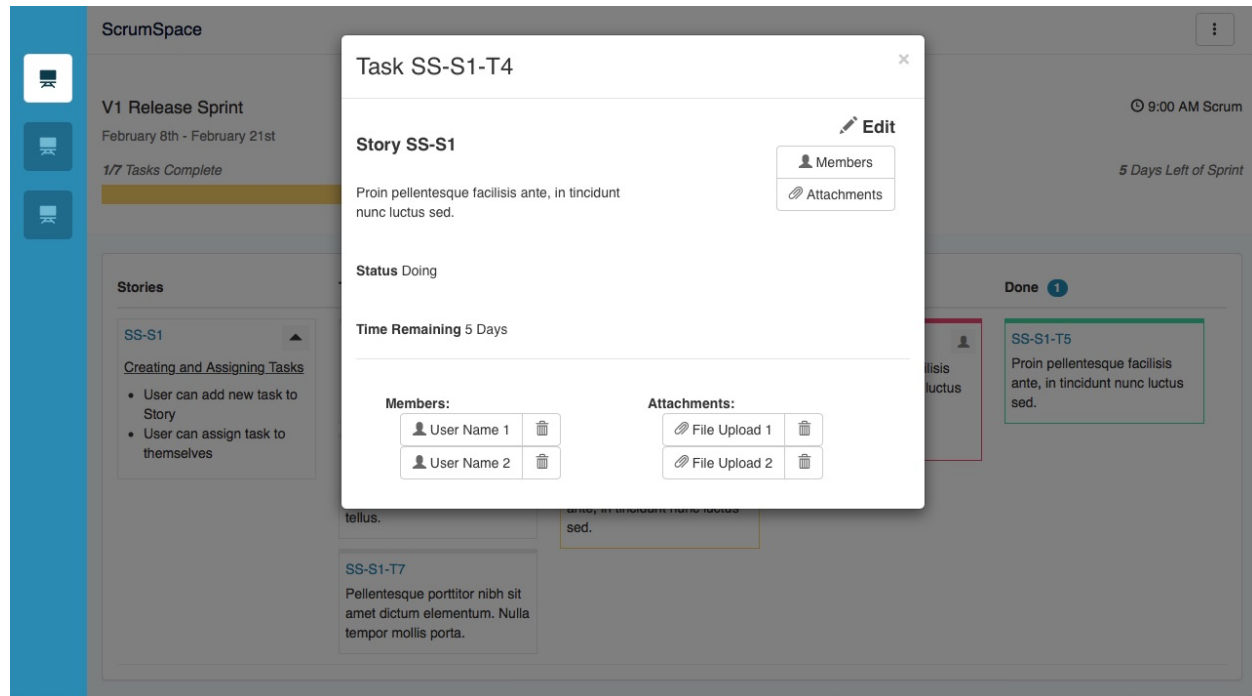
These pop ups were made as modals and depending on the type of task (unassigned, doing, done, blocked), the details on the pop ups were different.

### **Unassigned Task:**



The unassigned task detail view has the task name, story name, description, status and time remaining listed on it. It also has the option to assign the task to members of the team by clicking the 'Members' button under the 'Add' column. Users may also upload attachments or files pertaining to the task by clicking 'Attachments' under the 'Add' column.

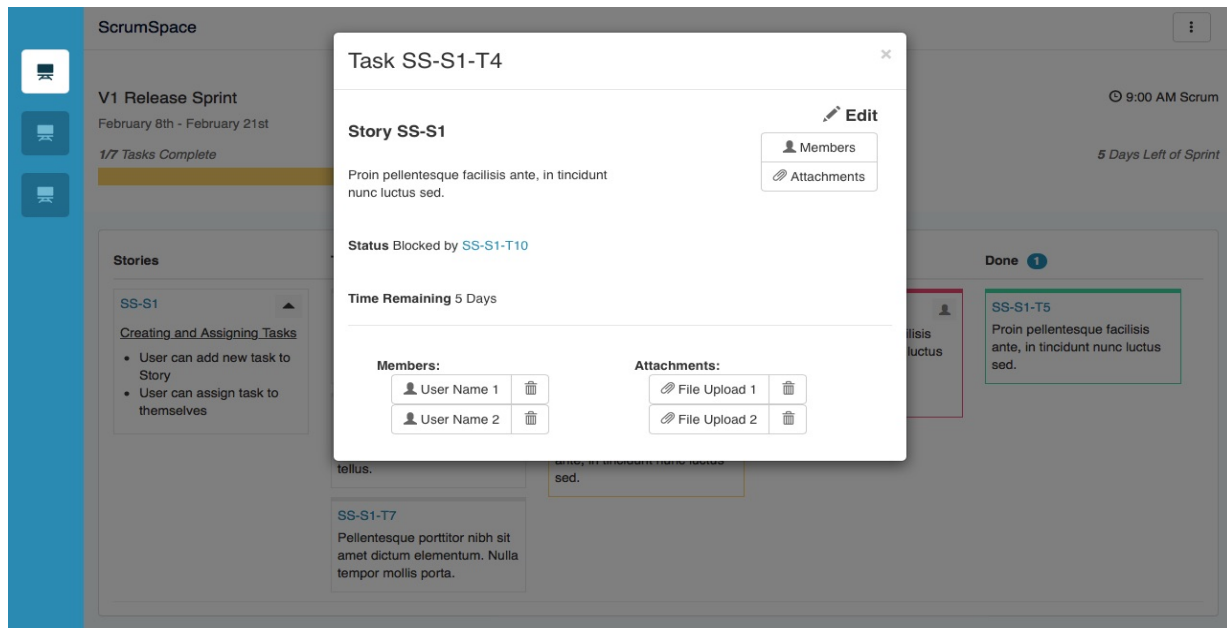
#### Doing:



This view shows users details about tasks that are currently in progress. It lists information such as the task name, story name, description, status and time remaining. In the footer, it shows the members that have been assigned this task and attachments relating to this task. Users may delete members or files by clicking on the 'trash' icon. More members and attachments may be added or removed by clicking the 'Members' or 'Attachments' buttons under the 'Edit' column.

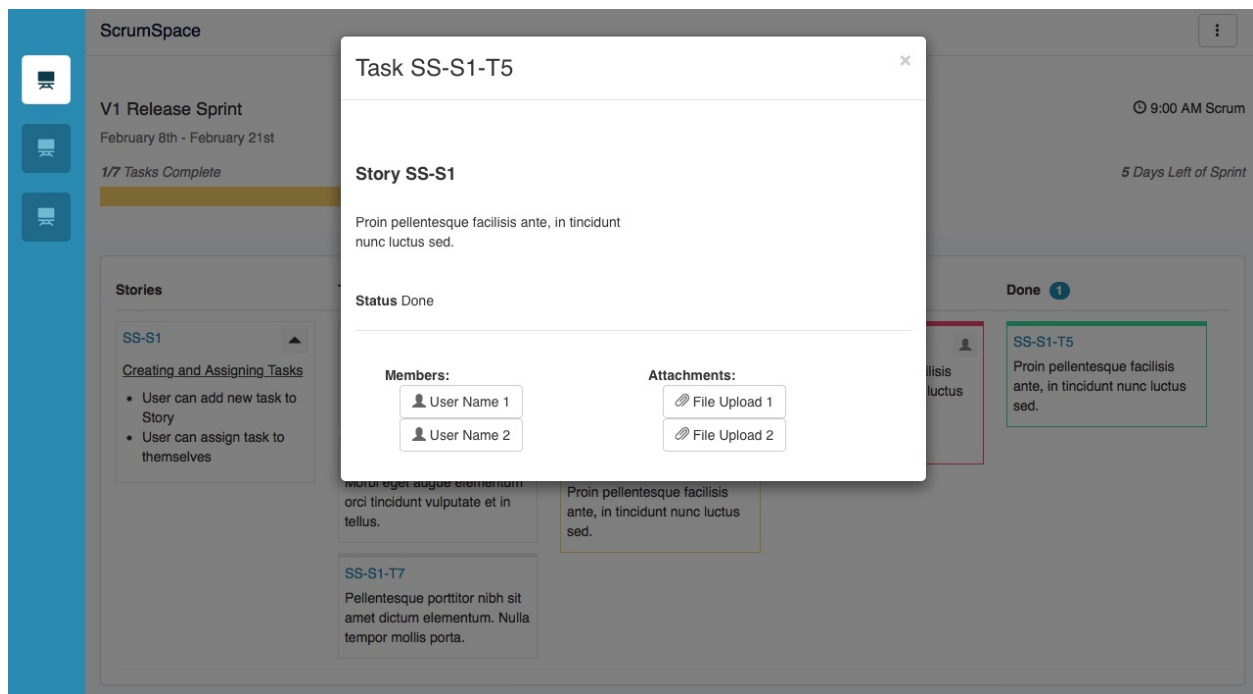


## Blocked:



The blocked task detail is similar to the doing task detail view except that the status lists the other task that is blocking this current task.

## Done:

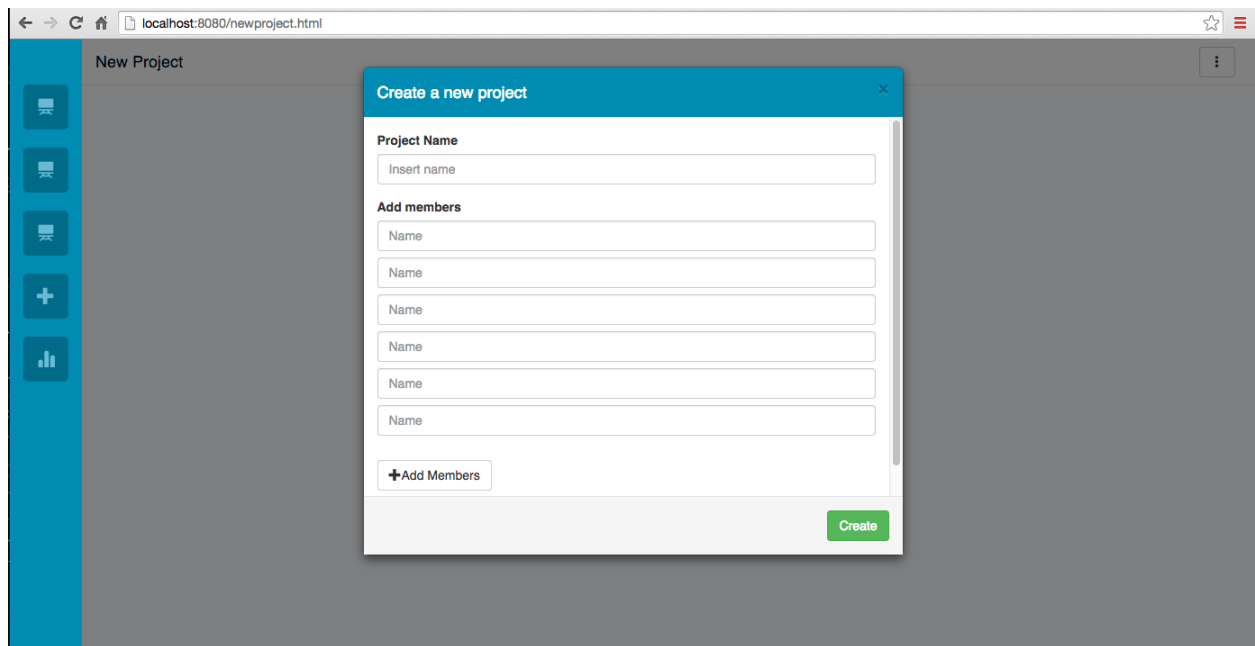


This task detail view lists the task description and status. In the footer, the members that worked on the task and the attachments. The 'Members' and 'Attachments' cannot be edited at this point.

## **New Project Creation (Rachana)**

*Responsible for creating a simple form that allows a user to setup a new project and creating an empty template for a new project.*

This feature of the web app allows the user to create a new project. Users can access this feature through a button “+” in the side-bar. Each project is composed of team members and sprints. The form allows a user to give their project a name and add members to the project(who also need accounts on ScrumSpace in order to be successfully added into the project). For the sake of the mockup a few “add member” items were displayed, but in the future we intend to make member addition a dynamic feature with the help of the “Add member” button.



The form appears as a modal because the initial template for the project has very few required fields. A lot of space would be wasted if we were to set the form in another page. Once an empty template for a project is created, members can then add sprints for their project under the “Planning” tab. The template will consist of the project name, a blank progress bar (depicted by the small bit of gray) and an empty sprint table. There is a tab in the top bar for the user to add sprints and tasks to their projects (Ryan’s feature).

localhost:8080/emptyProjTemp.html

ScrumSpace

Board

Planning

New Project Name

Stories

Tasks

Doing

Blocked

Done

## **User Settings(Supriya):**

*Responsible for creating the settings page where users can view and update critical information about their accounts with ScrumSpace*

The settings page can be accessed by the button in the top right corner of the screen with the icon that has 3 dots vertically aligned. The settings page is for users to view, and or change important details regarding their account with ScrumSpace. The settings page consists of 4 panels:

1. User settings
2. Privacy
3. Projects
4. External settings.

ScrumSpace

file:///C:/Users/Supriya/Desktop/class%20folder/startup-product-frontend-scrumspace/build/settings.html

Supriya

### Settings

#### User Settings:

First Name:

Last Name:

Email address:

User Name:

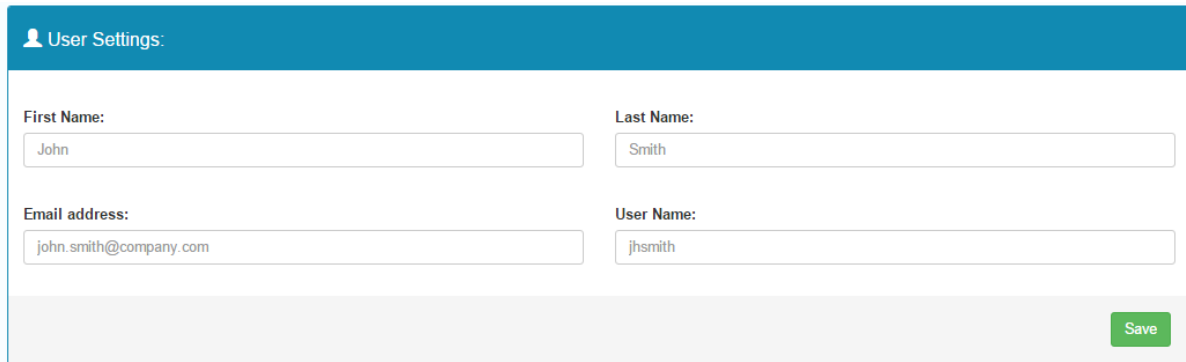
#### Privacy:

Current Password:

New Password:

9:44 PM 2/10/2016

**User Settings:** This is the first panel the user sees when they visit the settings page. This panel allows the user to see the first name, last name, email address, and username that the user signed up with. If the user wishes to change one of these fields, the user can do so by clicking on the form input and typing in the desired input. The changes made in this panel will only be saved if the user clicks save.

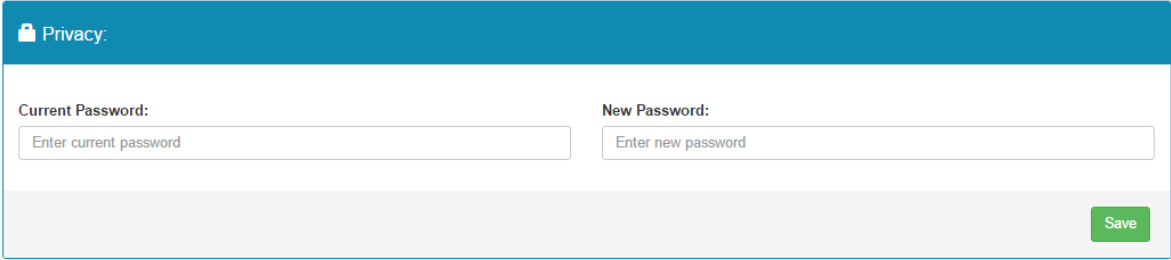


The image shows a 'User Settings' form with a blue header bar containing a user icon and the text 'User Settings:'. Below the header, the form is divided into four input fields arranged in a 2x2 grid. The top-left field is labeled 'First Name:' and contains the text 'John'. The top-right field is labeled 'Last Name:' and contains the text 'Smith'. The bottom-left field is labeled 'Email address:' and contains the text 'john.smith@company.com'. The bottom-right field is labeled 'User Name:' and contains the text 'jhsmith'. At the bottom right of the form, there is a green 'Save' button.

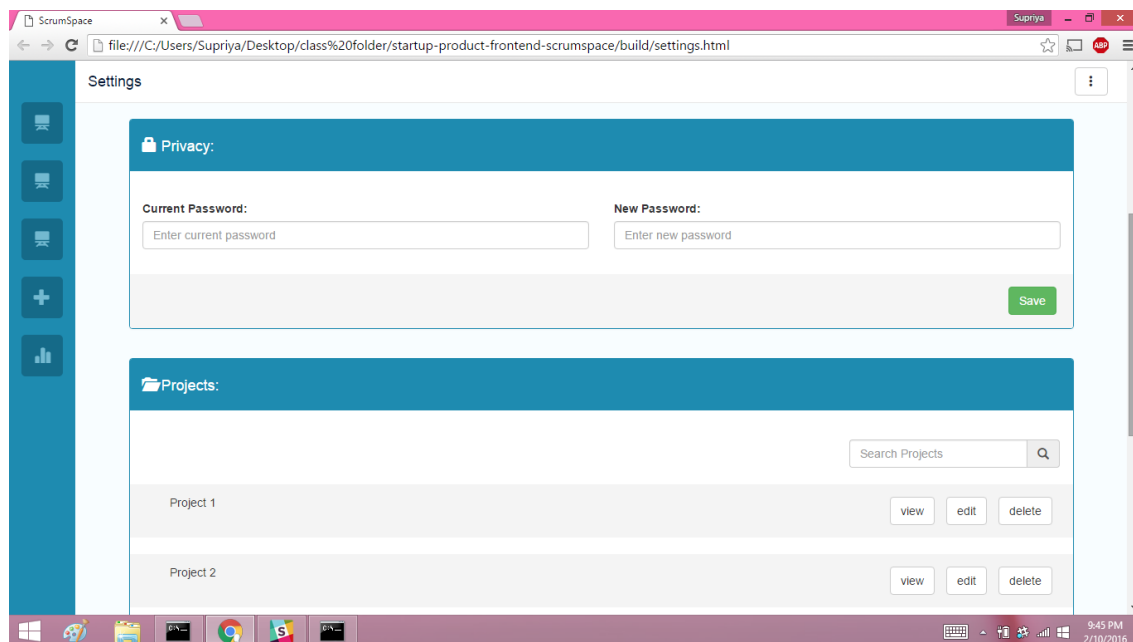
User Settings:	
First Name: <input type="text" value="John"/>	Last Name: <input type="text" value="Smith"/>
Email address: <input type="text" value="john.smith@company.com"/>	User Name: <input type="text" value="jhsmith"/>
<div>Save</div>	

**Privacy:** The next section the user sees on the settings page is the privacy section. This is the section

where a user can change their current password to a new password. If a user types in input in the old password field and new password field, and clicks save, then the password will be changed. Changes will only be saved if the user clicks on save

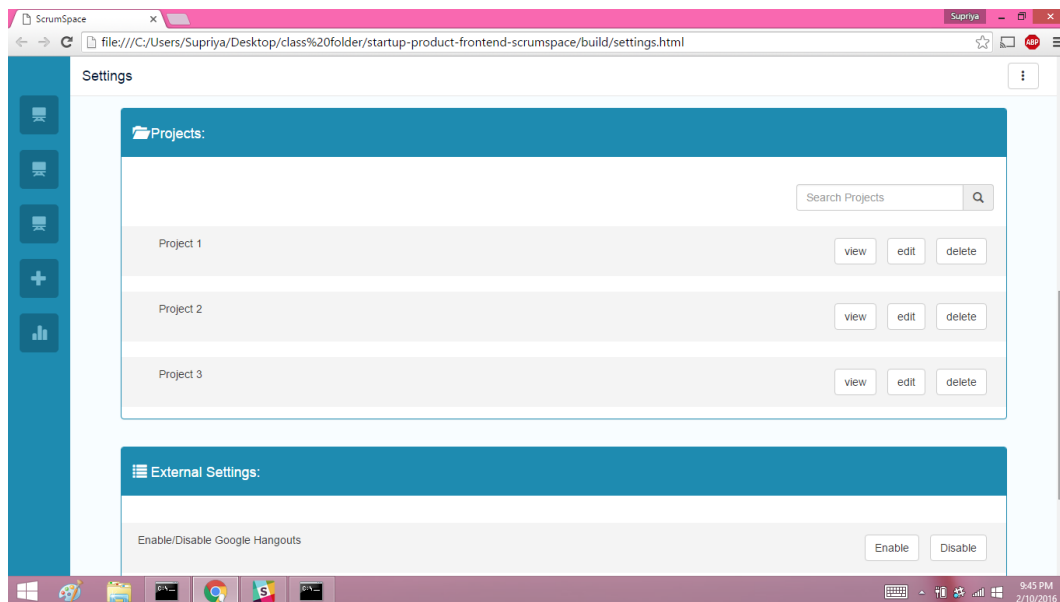


The image shows a 'Privacy' settings panel. It has a blue header with a lock icon and the text 'Privacy:'. Below the header, there are two input fields: 'Current Password:' and 'New Password:'. Each field has a placeholder text 'Enter current password' and 'Enter new password' respectively. At the bottom right of the panel is a green 'Save' button.



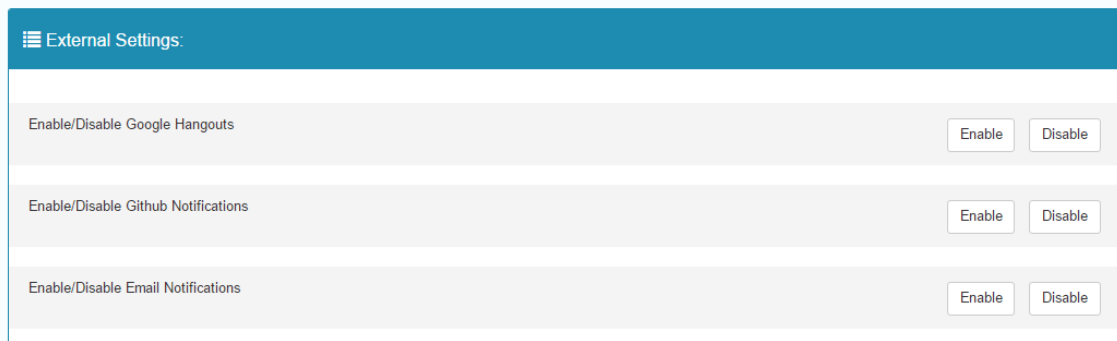
**Projects** :This is the third panel visible to the user. This panel contains a search form where users can filter the various projects they have not deleted. By default all projects are listed in alphabetical

order. Each project has the option of viewing it ( viewing its scrum board) editing the project details ( name, sprints tasks etc.) and delete which will permanently delete the project from the user's account.



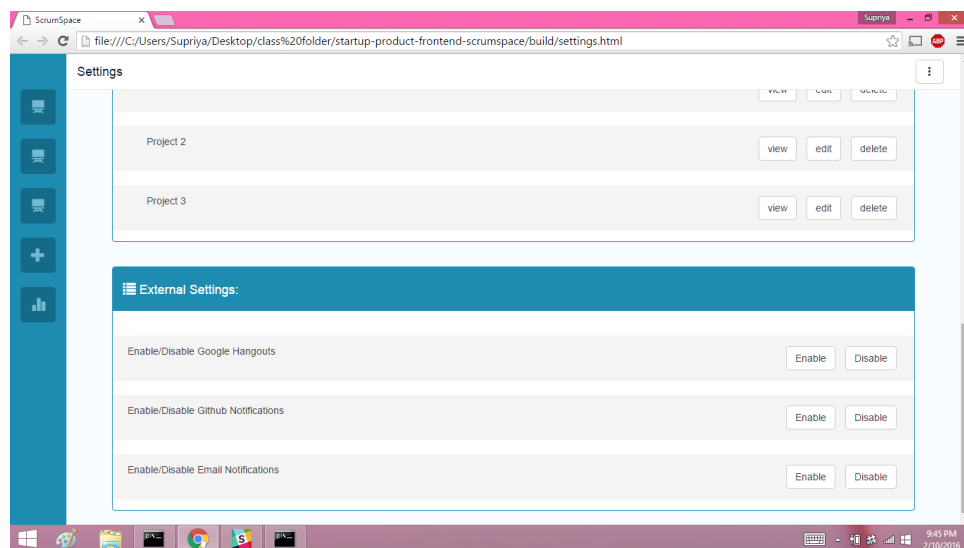
**External Settings:** This is the fourth and final panel that the user can see when they scroll down the settings page. The user can choose out of three features which ones they want to enable or disable.

For example if a user wants to receive email notifications about tasks they can enable this by clicking enable and emails will thus be sent to the email address the user has signed up with. On the contrary the user may not wish to receive email notifications so this feature can be turned off by clicking disable. Another feature is enabling google hangouts. This allows for users to make use of the powerful google video chatting feature if they chose to do so. Likewise they can disable this feature if they do not want it to appear elsewhere in the page. The final feature is receiving github notifications. This is a feature where users can be notified via email about github statistics ( new commits, etc.) on projects they maybe working on via github. If the user wishes to not receive notifications about project changes in github, this feature can likewise be turned off.



The image shows a mockup of the 'External Settings' section. It has a blue header with a hamburger menu icon and the text 'External Settings:'. Below the header are three rows, each with a label and two buttons. The first row is 'Enable/Disable Google Hangouts' with 'Enable' and 'Disable' buttons. The second row is 'Enable/Disable Github Notifications' with 'Enable' and 'Disable' buttons. The third row is 'Enable/Disable Email Notifications' with 'Enable' and 'Disable' buttons.

External Settings:	
Enable/Disable Google Hangouts	<button>Enable</button> <button>Disable</button>
Enable/Disable Github Notifications	<button>Enable</button> <button>Disable</button>
Enable/Disable Email Notifications	<button>Enable</button> <button>Disable</button>

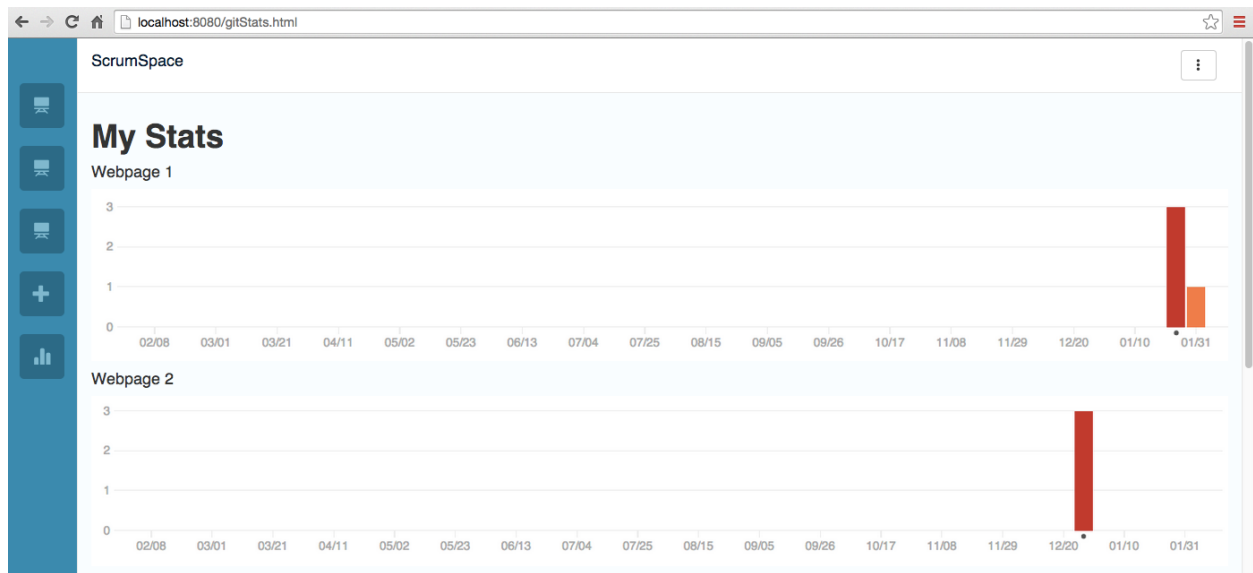


**ScrumSpace: Git-Stats Mockup**  
**By: Rachana Lingutla**

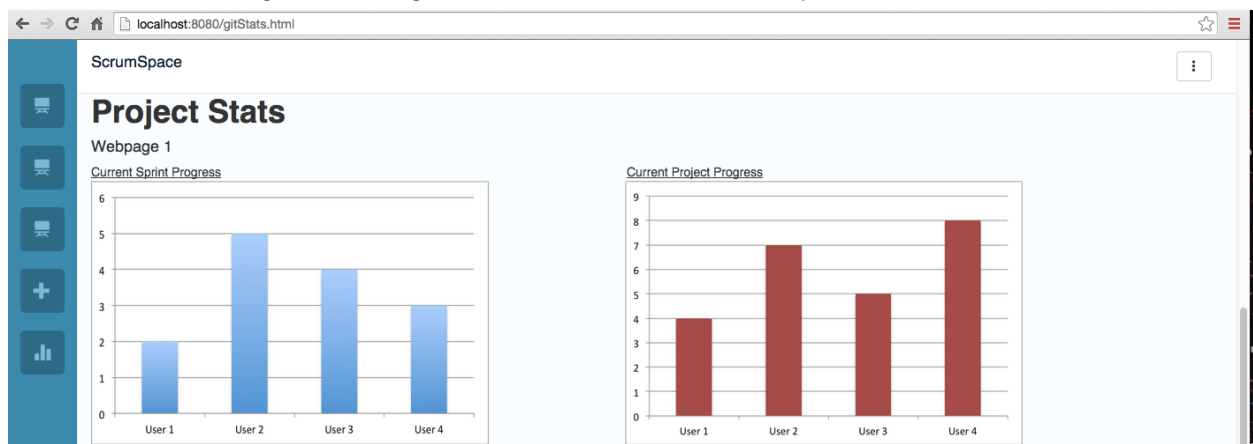


With the Git-Stats feature, users will be able to track the number commits on a project on an individual and collective scale. Users will be able to access the data through a 'graph' icon in the sidebar. All stats will be viewed on one page. Currently, the feature does not allow the user to dictate the time-frame displayed on the graphs. The default time span will be set to the duration of the project/sprint.

The first part of the feature displays the number of personal commits to the user's projects. The graphical display makes it easier for the user to recognize how much work they have put into their projects over the time span.

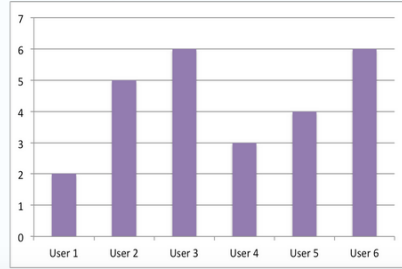


The second part of the feature displays the number of commits each member of the user's projects are making to the project. This portion of the app provides another metric for members of the project to see how much progress is being made and determine if the project is on track for completion.



## Webpage 2

Current Sprint Progress



Current Project Progress

