Climate Change Visualization
Sprint 2 Plan (2/3-2/13)

Goal:
  The goal of this sprint is to go from beginner/intermediate knowledge of d3 and be able to know more advanced/proficient tools. We will through this through learning and teaching as well as individual works. We will have a working backend and have our world map decided and ready.

Task Listing
User Story 1: As we developer, we need to be proficient in D3 in order to create good visuals (13)
- [2] As a user, I want to see good Color management to make the viewing more pleasing
- [4] As a user, I want to see good Axis legends to have easier comprehension and learning

Total for User Story 1: 6 hours

User Story 2: As a developer, understanding the powerful tool, Function(d), allows us to use the anonymous functions. (8)
- [8] As developers, understand function(d) and reporting our learnings to our meeting allows us to learn faster and be able to use the anonymous function. Learn over time (2) x4

Total for User Story 2: 8 hours

User Story 3: As a user, I want to see a 2D world map on the main website, so I can see all the data on climate change (21)
- [12] *As a user and developer, finding a good world map that has features we need gives us the foundation where we can add our visuals and data. (3) x4 people
- [20] **As a user, Rotation allows the visual of the map to be more pleasing
- [10] As a user, Zoom allows the visuals to be more appealing and allows for close up on smaller countries and data. Reach: On hover

Total for User Story 3: 42 hours

User Story 4: As a developer team, we want to teach our relevant d3 category learned and teach it to each other so we can all learn through each other. (2)

- [8] As a developer, a slider for timesteps is important in displaying data over time (Morgan)
- [5] As a developer, Import format data files csv allows us to parse through data faster (David)
- [8] As a developer, Transition make visuals more interactive and appealing (Steve)
- [5] As a developer, Scalar Functions allows for the data to fit in the visual despite how big or small a data may be (Eric)
- [2] As a developer, Teaching our d3 category allows for faster learning since we don't have to research each of the category and promotes people to actually learn to teach.

Total for User Story 4: 28 hours

User Story 5: Finding and making a unique visual (3)
- [24] As a developer. finding a unique visual allows us to practice and find visuals that are outside the box graphs and simple circles (6) x 4 people
- [2] As a developer, having Crossfiles would make it so we can view code better by separating the html and js from each other. (2)

Total for User Story 5: 26 hours

Total Hours: 72 Hours
1. **Scrum Meetings**
   a. M 10.30-11 Voice, T 8-8.30 T.A., Thurs 6-6.30 Voice , S 2-2.30 In person