

Sprint 4 Plan
Twitch Giveaway Tracker
Sprint Completion Date: 12/01/2019

Goal: To be able to efficiently run the tracker for a larger number of channels, analyze all connected channels, and notify users with a popup with no errors.

Kelin **Weichi** **Coby** **Brendan** **Scott**

User Story 1: As a user, I want to be able to access a larger number of channels with no errors.

Task 1 (2 hours): Allow more channels to be joined.

- Debugging existing code which currently does not work as intended when joining a larger number of channels.

Total: 2 hours

User Story 2: As a user, I want the notifications to be a popup so I can more easily notice if a giveaway has been found.

Task 2 (4 hours): Implementing a popup window notification

- Display individual giveaways in separate windows, allowing with a link to open the channel chat and potentially link to join the giveaway from the popup window.

Total: 4 hours

User Story 3: As a developer, I want all functions to work together so that we have higher functionality

Task 3 (4 hours): Analyze what's being given away and how to join

- Integration to main

Task 4 (5 hours): Show a pop-up for when a raffle is detected, sound included (4 hours)

- Fix bugs

Task 5 (1 hour): Analyze by Titles

- Integration to main

Total: 10 hours

Team roles:

Brendan Reilly-Langer - project owner, developer
Wei-Chieh Hung - developer
Scott Liu - scrum master, developer
Coby Forrester - developer
Kelin Erickson - developer

Initial Task Assignment:

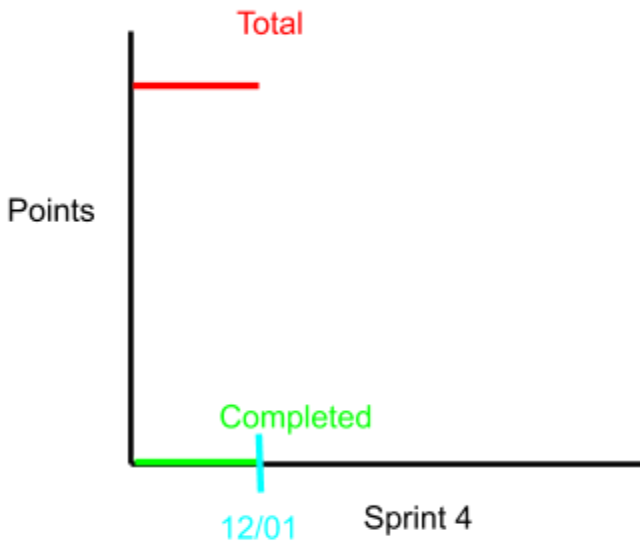
Brendan Reilly-Langer - task 1

Wei-Chieh Hung - task 2

Scott Liu - task 3

Coby Forrester - task 4

Kelin Erickson - task 5

Initial Burnup Chart - Room 134A**Initial Scrum Board - Room 134A**

User Story	Not Started	In Progress	Completed
User story 1	1		
User story 2	2		
User story 3	3, 4, 5		

Scrum Times:

Monday, Wednesday, Friday

4:00 pm ~ 4:15 pm