Scrum Board History

For phase 2 of the building process, the team has decided to implement egoless programming. After some discussion in our meeting we decided that future phases will include a more structured design philosophy that includes a scrum master. The assignments for individual developers for phase 2 are as follows:

Hunter Meredith – Product Backlog

Brady Trappett – Class Diagrams

Dallin Packer – Activities Diagram and Scrum Board History

Sialao Mobley – High Fidelity Prototype

Spencer Robinson – Low Fidelity Prototype

Everyone – Review Phase 1 deliverables and Git repository