

Sprint 1 Plan
‘Trades: The University Skill Marketplace’
April 12, 2017

Team 22
Hasaan Javed (PO)
Sid Gilela
Daniel Tjandra
Brian Wan

Goal: To create an app that gives a safe and reliable way for college students to buy and market their skills to each other in an organized manner.

Sprint 1

User Story 1: As a designer, I want templates of all pages to be complete, so there is a basis for implementing the next buttons and functions. (2)

- Task 1: Draw up rough templates of all the activities (2 hours)
- Task 2: Decide where to place buttons on each activity (1 hour)

User Story 2: As a programmer, I want a basic set of buttons and functions to be implemented, so that there is a outline for additional features and functions to be added onto. (5)

- Task 1: Implement buttons and transitions between pages (5 hours)

User Story 3: As a consumer, I want to see clear instructions on how to use the app, so that I will not be confused when using it. (2)

- Task 1: Decide how many activities for the instructions (1 hour)
- Task 2: Fill out each of the activities with information (3 hours)

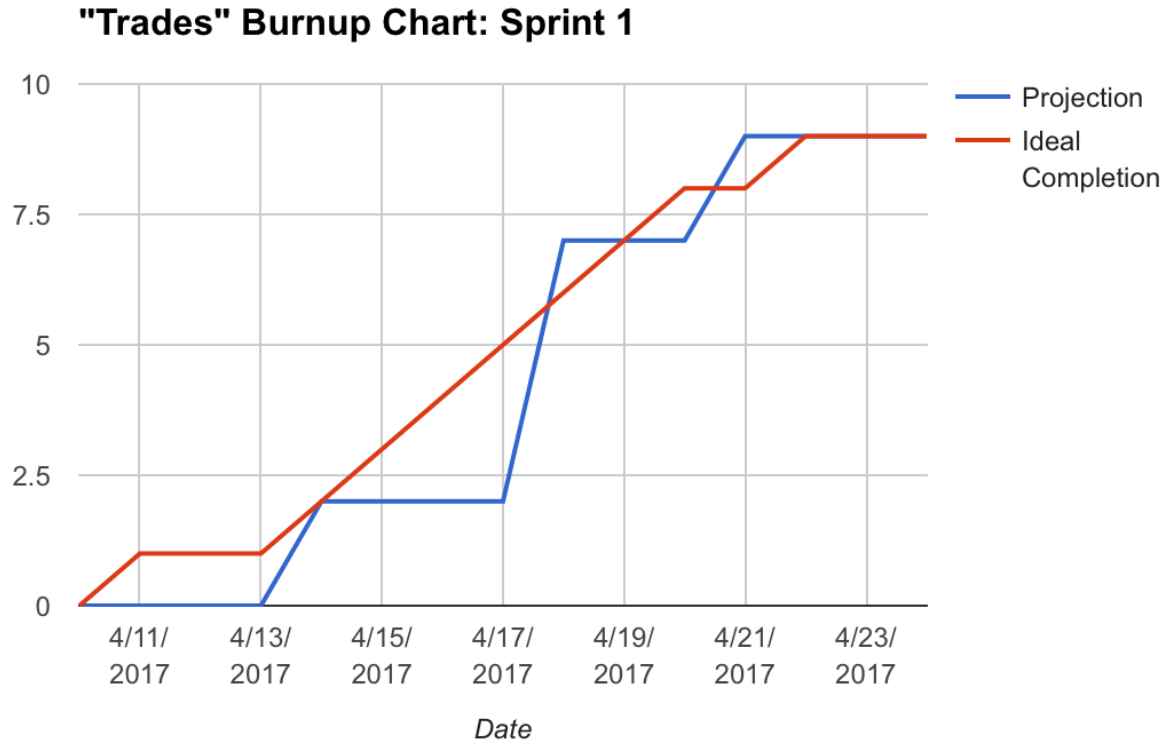
Team Roles:

Hasaan Javed - Product Owner, Designer
Sid Gilela - Programmer, Designer
Daniel Tjandra - Programmer, Designer
Brian Wan - Scrum Master, Programmer

Task Assignments:

Hasaan Javed - U2, button implementation
Sid Gilela - U3, instructions
Daniel Tjandra - U1, complete layout
Brian Wan - U2, button implementation

Initial Burnup Chart



Initial Scrum Board:

<https://trello.com/b/LQe31Stp>

Scrum Times:

Time 1: Sunday 7:30 PM to 9:30 PM

Time 2: Thursday 7:30 PM to 9:30 PM

Time 3: (meeting w/ TA)