

Course Advising Application

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**Team Course Advising Application Sprint 3 Planning Document**

# Sprint overview

## Overview

Over the courses of Sprint 1 and Sprint 2, we have formatted most of the main screen page and investigated methods in which we could apply the rest of our goals. The focus of Sprint 3 will be to apply these methods to our overall application.

## Team Leader

Simran Bhamra

## Scrum master

Michael Fishler

## Risks/Challenges

Maintaining consistent communication while stuck in isolation

# Current sprint detail

## User story

*The user can log in and enter their information*

### Tasks

<Each user story has a number of tasks, pick the task and the estimate that will be implemented for this sprint>

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| **Learn React/ JavaScript** | **15hrs** | **Everyone** |
| Onboarding questions | 20hrs | Michael + David |
|  |  |  |

### Acceptance criteria

Example: if this user story is implemented successfully, a tester should be able to type in the public IP address and view the program from any machine.

## User story

*User can select classes from the sugegsted classes section*

*Mention the user story for the task that you have selected. Mention the task in the table below and estimate the time.*

### Tasks

*<Each user story has a number of tasks, pick the task and the estimate that will be implemented for this sprint>*

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Adding classes to box and applying them to the time table | 30hrs | David |
|  |  |  |
|  |  |  |
|  |  |  |

### Acceptance criteria

*Example: if this developer story is implemented successfully, a tester should be able to see a slider bar which changes the month on the calendar.*