Sprint 1 Plan

Green Thumb
Santa Cruz Growers
Sprint Completion Date: October 19, 2016
Revision 1
Revision Date: October 13, 2016

Goal

Our goal for the first sprint is to get familiar with the Xcode development environment and learn about the artistic side of app development.

Task Listing

User Story 1: (As a developer, I want to get familiar with Swift and the Xcode development environment so that I can gain experience in order to be of more help to the team.)

Task 1: Learn basics of Swift (2 hours)

Task 2: Learn basics of Xcode (1 hour)

Total for user story: 3 hours

User Story 2: (As a developer, I want to get familiar with the management tools we will be using so that I can effectively communicate with my team.)

Task 1: Learn basics of GitHub (1 hour)

Task 2: Learn basics of Slack (1 hour)

Task 3: Learn basics of Trello (1 hour)

Total for user story: 3 hours

User Story 3: (As a developer, I want to learn the artistic side of app development so that I can create an app with an aesthetically pleasing interface.)

Task 1: Research Interface Guidelines (3 hours)

Total for user story: 3 hours

Team Roles

Ted Dersch: Product Owner, Front-end Developer
Colton Willey: Scrum Master, Back-end Developer
Leandro Rocha: Front-end Developer

Initial Task Assignment

Each team member will be assigned all these tasks because they are all essential.

Scrum Times

Mon   11-11:15am   BSE 302
Wed   11-11:15am   BSE 302
Fri   11-11:15am   BSE 302 (TA will be present)