

# **Sprint 2 Plan**

**Green Thumb**

**Santa Cruz Growers**

**Sprint Completion Date: November 4, 2016**

**Revision 1**

**Revision Date: October 20, 2016**

## **Goal**

Our goal for the second sprint is to become familiar with Swift's geolocation API and get a basic user interface implemented.

## **Task Listing**

User Story 1: (As a developer, I want to learn about Swift's geolocation API so that I can continue my learning of Swift programming.)

Task 1: Learn basics of geolocation in Swift (3 hours)

Total for user story: 3 hours

User Story 2: (As a user, I want my location to be determined so that I can get better suggestions and tips on farming in my area.)

Task 1: Implement manual entry of location (3 hours)

Task 2: Implement automatic location detection (3 hours)

Total for user story: 6 hours

User Story 3: (As a developer, I want a simple home screen so that the application is easy to use and navigate.)

Task 1: Implement a slide-out menu in the home screen (3 hours)

Total for user story: 3 hours

## **Team Roles**

Ted Dersch: Product Owner, Developer

Colton Willey: Scrum Master, Developer

Leandro Rocha: Developer

## **Initial Task Assignment**

Ted Dersch: User Story 2, Task 1

Colton Willey: User Story 2, Task 2

Leandro Rocha: User Story 3, Task 1

## **Scrum Times**

Mon 11-11:15am BSE 302

Wed 11-11:15am BSE 302

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