SCRUM Meeting 9 for AssignmentStacker Prepared by: Fredy Padron Meeting Date: 4/26/2022

Meeting Attendees

- 1. Tyler
- 2. Robin
- 3. Freddy

Meeting Agenda Items

- Vonage API
- $\bullet \quad https://developer.vonage.com/blog/17/06/22/send-sms-messages-python-flask-dr$
- Status on DB loading

Status Update Since Last Meeting

Accomplishments:

- Bug fixes on UI
- Remove button overhauled
- Refresh from DB and DB loading functions
- remove debugs and canvas import issues

Tasks Completed:

Task Description	Assigned to	Status
As a user in quick view, I can change the priority of a selected assignment.	Robin	WIP
As a user in quick view, changes made will be updated in real-time.	Freddy	WIP
As a user in the import UI, I can import course information from canvas.	Tyler	WIP
As a user, I can set notification preferences	Robin	NS
As a user, I can receive text notifications	Tyler	NS
As a user in quick view, I can change the priority of a selected	Robin	NS

assignment.		
As a user, I can set reminder preferences	Robin	NS
As a user, I can save alterations made to the page.	Freddy	WIP
As a user in quick view, changes made will be updated in real-time.	Freddy	WIP

Before The Next Meeting

Plans:

- Canvas Intructions
- Loading is done from DB (synchronizing)
- Vonage TestApp
- Add Notification Menu
- Begin adding accessibility features (Bold/font changes)

Task Assignments:

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Task Description	Assigned to
As a user, I can set notification preference	Robin
As a user, I can receive text notifications	Tyler
As a user, I can set reminder preferences	Robin
As a user, I can save alterations made to the	e page. Freddy
As a user in quick view, changes made will real-time.	be updated in Freddy
As a user in the import UI, I can import con from canvas.	rse information Tyler

Minutes from Previous Meeting

In our previous meeting on 4/22, we stressed what features had a priority for the our Sunday workday and which ones would need to be focused on for the remainder of the project. Our deadline was coming soon, less than two weeks, so we had to be much more concise on what features may be left out and which ones will still be added. For example, things like the weekly breakdown and certain import features would be left out entirely. While the UI for the imports would be overhauled in a more easy-to-implement way. The database was also slowly progressing, but very buggy with its removal and adding of class and assignment objects, but our canvas importing was almost 100% functional.