

Class 21: Sprint 4 Planning

- Standup Meeting
- Sprint 4 Planning
- Sprint 3 Studio

Activity: Standup Meeting

1. What did I work on yesterday (or the last time my group met)?
2. What am I working on today?
3. What issues are blocking me?

Time limit: 5 minutes (Standup meeting should be short!)

Project Timeline

Sprint 1 (Due 3/19): Teamwork + Proposal

Sprint 2 (Due 3/26)

Sprint 3 (Due 4/9)

Sprint 4 (Due 4/16)

Sprint 5 (Due 4/23)

Sprint 6 (Due 4/30): User-Tested Fully Functional Prototype App

Activity: Sprint 4 Planning

Working with your team, answer the two sprint planning questions on the handout:

1. What work can get done in this sprint?
2. How will the chosen work get done?

Suggestion: Start to bring the focus on your prototype towards the user's experience. (Typically, you will need around two iterations on the UX to produce an effective design.) You should probably include some user testing in your sprint 4 plan to help you with this.

Studio

Use this time to work on sprint 3.

Today: Sprint 3 due

Sprint 4 due: next Thursday