Product Owner - Ryan Le

Scrum Master - Shyam Desai

ManTik Li

Nizom Djuraev

Part II

2. Everythings that needs to be done:

* User Input fields
* Working text fields
* Password generation/ password questions
* GUI buttons
* GUI layout

3. The minimal functional product will be viable when we are capable of handling user queries with few if any bugs, although the presentation of this product wouldn’t be as nice it will be functionally sufficient for the user.

5. Tasks

1. Creating and Storing User Password
2. Conditional Statement Involving userHelp
3. userHelp question output and user answer input
4. Create output statement for user password input
5. Finish Sprint Documentation
6. Question search eliminate common words in conditional statements for user password answers
7. Output password responses to user
8. Password creation generator (based on past user input)

6. Task Assignment

1. Ryan Le
   1. Finish sprint documentation
   2. Question search eliminate common words in conditional statements for user password answers
2. Shyam Desai
   1. Create Output Statement for User Password Input
   2. userHelp question output and user answer input
3. ManTik Li
   1. Creating and storing user password
   2. Conditional statement involving userHelp
4. Nizom Djuraev
   1. Output password responses to user
   2. Password Creation Generator (based on past user input)

Questions for password:

1. Describe the most memorable moment on your 16th birthday
2. Describe your first day of college
3. Describe what your favorite activity in High School
4. Describe your favorite food
5. Describe what you want your future job to be

Part III

1. This was a very short and simple example of using an Agile methodology, what do you think of Agile so far?

The agile is a quick and simple system to develop the project. However, its heavy relies on teamwork and communication with the customer. If the customer is not clear the outcome, then the project can easily get taken off track. Also, it’s really important that each member must be proficient in their roles and self-dependent.

1. Based on the role you had this time, what did you like/not like about it? What role would you want to have next time, and why?

In this lab, I acted as a developer. The part I like this role was I can utilize the skills that I learned from my class. For the part I don’t like, it would be very difficult when the team has unclear goal and communication.