Team #1

Team Member Name	PID	UCSD Email ID
Derek Jow	A12595924	djow@ucsd.edu
Seung Suh	A12960850	sbsuh@ucsd.edu
Pushpak Raj Gautam	A13708485	p1gautam@ucsd.edu
Jungwon Choi	A14194164	juc146@ucsd.edu
Trevor Petersen	A92023829	tpeterse@ucsd.edu
Yungmoo Song	A91411506	yus086@ucsd.edu

Milestone 1 - Planning Phase

Risk Analysis

Following guidelines on Moodle (Link: https://csemoodle3.ucsd.edu/mod/page/view.php?id=1321)

#1 Risk: Conflicting Schedules
Description: Team members do not have the same work hours
Severity: High
Resolution: Try to move around existing commitments around, work on nights and weekends and work remotely if necessary.
Status: Resolved

#2 Risk: Lack of Knowledge of Android
Description: We only have limited to none experience with android programming, so creating an android application will require a lot of extra research.
Severity: Medium
Resolution: We will watch android programming videos online and read the android documentation APIs. We will also factor in the learning curve into our velocity.
Status: In Progress

#3 Risk: Delivering on time
Description: Due to conflicting schedules and lack of understanding with android programming in general, it is possible that we may fall behind with our schedules.
Severity: Medium

Resolution: Team members constantly check in with each other's progress through emails, etc.
Status: In Progress

#4 Risk: Misunderstanding Customer
Description: misunderstanding customers' need leads us getting the wrong direction to develop application.
Severity: Medium
Resolution: Researching and communicating customers' need, what they want, statistics, asking on piazza, iterations
Status: In progress

#5 Risk: Cross platform/ version problems
Description: Since we are all working on different operating systems and versions of android studio, we will likely have problems getting the project to build and run on all of our systems.
Severity: Low
Resolution: We will work together to and start early to get these kinks out of the way so that we all have working versions by the time we need to start development.
Status: In progress

Velocity Estimate: 0.5
Since we are all learning Android and Android studio, we know that we will need to spend a lot of times imply learning all of the features of each. Additionally, we are a new team so we know that there will be lots of hiccups and overhead before we are able to work together efficiently. For these reasons, we have estimated that only half of our time will be spent working and the rest will be spend learning to work with Android and with each other.

Planning Poker
Following guidelines on Moodle (Link: https://csemoodle3.ucsd.edu/mod/page/view.php?id=1321)

Derek Top Left, YoungMoo Bottom Left, Trevor Top Right, Seung Middle Right, Pushpak Bottom Right, Jungwon taking the photo

User Story Results:

1. Play Music in Default Mode
    a. Implement Music playback with Sound Manager
        i. Hands: 7, 8, 8, 7, 7, 7
        ii. Assumptions Uncovered: We will need extra time learning Audio playback in Android
        iii. Consensus: 7
        iv. User Story Total: 7
2. Create Media Player Controls
    a. Create a button that toggles pause/play of the music
        i. Hands: 2, 2, 2, 3, 2, 1,
        ii. Assumptions Uncovered: Assume that sound manager is already done.
        iii. Consensus: 2
    b. Create a skip/next button
        i. Hands: 2, 1, 2, 3, 2, 2
        ii. Assumptions Uncovered: This task is independent of UI design
        iii. Consensus: 2
    c. Create a previous button
        i. Hands: 1, 2, 1, 2, 2, 2
        ii. Assumptions Uncovered: This task is independent of UI design
        iii. Consensus: 2
    d. Button to toggle favorite, dislike, or neutral
        i. Hands: 2, 2, 3, 2, 1, 2
        ii. Assumptions Uncovered: Sound Manager will already be done
        iii. Consensus: 2
        iv. User Story Total: 8
3. Display Current Song Info on Media Player
    a. Date, time, location textview
        i. Hands: 1, 4, 2, 2, 2, 2
        ii. Assumptions Uncovered: This task is independent of Location Algorithm
        iii. Consensus: 3
        iv. User Story Total: 3
4. Home Screen
    a. Song Selection Screen
        i. Hands: 2, 3, 3, 2, 2, 2
        ii. Assumptions Uncovered: Sound Database is already implemented, so it is just a UI task
        iii. Consensus: 2
    b. Button to toggle flashback mode
        i. Hands: 1, 1, 2, 1, 4, 1
        ii. Assumptions Uncovered: Algorithm is done independently of UI changes

iii. Consensus: 1
iv. User Story Total: 3

5. Store likes/dislikes and app state
    a. Implement Sound Database
        i. Hands: 5, 6, 5, 5, 7, 6
        ii. Assumption Uncovered: We will need to spend extra time learning SQL to build the database
        iii. Consensus: 5
        iv. User Story Total: 5
6. Play music based on location
    a. Flashback Algorithm Manager
        i. Hands: 4, 5, 4, 5, 5, 4
        ii. Assumptions Uncovered: The algorithm task is independent of UI changes
        iii. Consensus: 4
        iv. User Story Total: 4

URL of ZenHub Project:

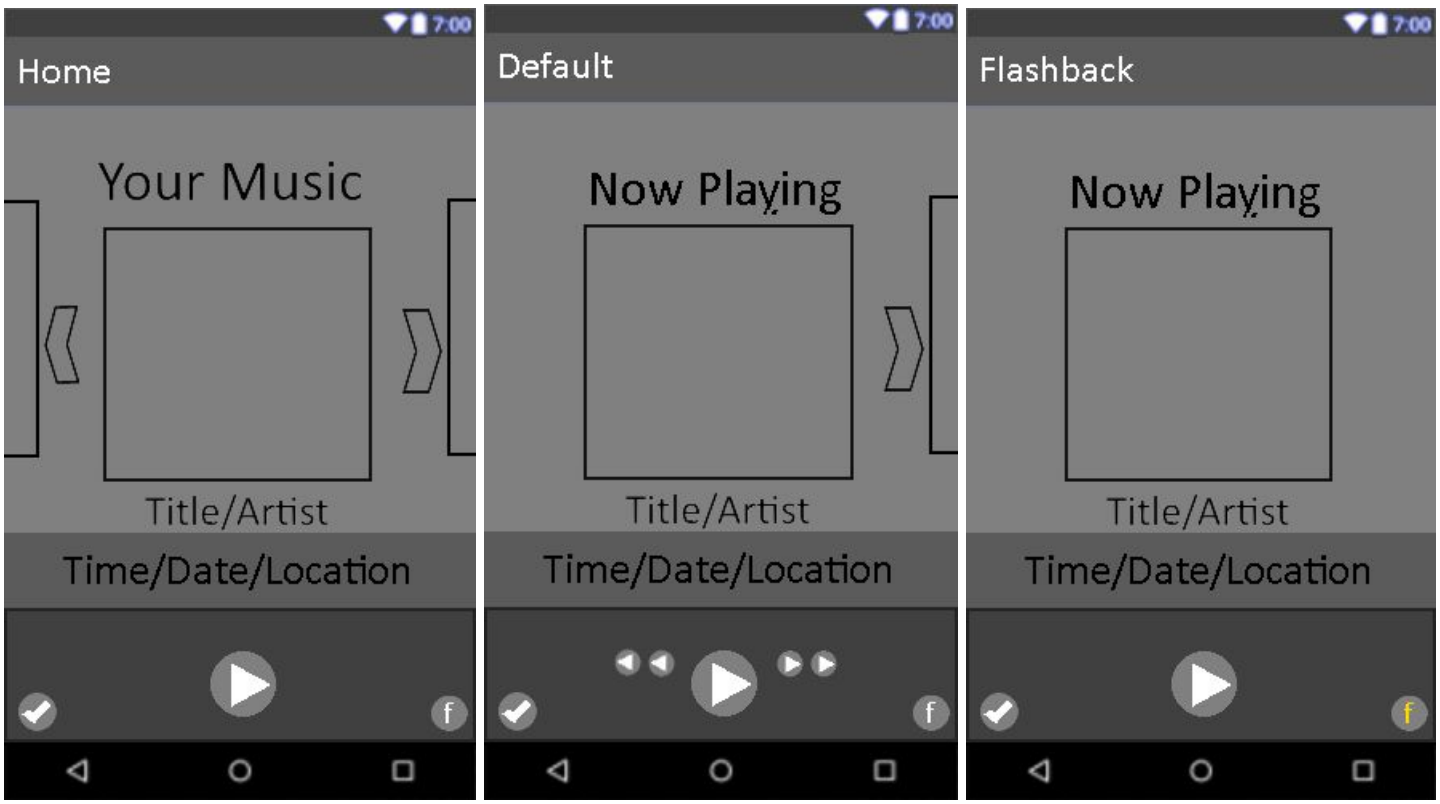
https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-1/boards?repos=119338282

Note: Make sure to cover the below 4 items **in** your ZenHub project

- User Stories (including UI wireframes, if not included below)
- Tasks
- Iterations
- Scenario-Based System
- Tests (We recommend a "Developer Story" at the end of the Iteration to hold these, one Task for System Test.)

User Interface Progressions/Screens (Wireframes)

Only if you don't store User Stories in ZenHub, insert here, ordered and labelled by User Story



Left (1), Middle (2), Right (3)

1. Home Screen (Left)
    a. Relevant User Stories:
        i. Home screen user story
        ii. Manage Likes/Dislikes
    b. UI Progression:
        i. Base screen when first opening app
2. Default Playback Screen (Middle)
    a. Relevant User Stories:
        i. Play Music in Default Mode
    b. UI Progression:
        i. Default mode screen is produced by clicking either the song cover or play button. It is also produced when a user exits flashback mode.
3. Flashback Screen (Right)
    a. Relevant User Story:
        i. Play Music in Flashback Mode
    2. UI Progression:
        a. Flashback mode screen is produced when user clicks the flashback button in the bottom right when the user is not currently in flashback mode.