Team 19

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Milestone 1 - Planning Phase

Risk Analysis

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

Risk: No Defined Roles (Yet)
Description: All of us are new to software engineering and we have not divided responsibilities yet.
Severity: **High**/Medium/Low
Resolution: Divide our roles after planning phase
Status: Resolved/**In Progress**

Risk: Most of us have never developed an app before, unfamiliar with Android Studio
Description: We don't have a clear idea of how to build this app, especially since we are mostly unfamiliar with Android Studio.
Severity: **High**/Medium/Low
Resolution: Learn more about app development from tutorials online and labs in class.
Status: Resolved/**In Progress**

Risk: Time restraints (due to outside commitments, academics, etc.)
Description: We all have a lot of extracurriculars and other classes that take up a lot of our time, especially during midterms.
Severity: High/**Medium**/Low
Resolution: We will block out a time in our schedules every week that works for all of us so that we make sure that we are meeting frequently. We will do our stand-ups after every lecture.
Status: Resolved/**In Progress**

Risk: Tyler woke up feeling a little sick today.
Description: A cold prevents him from being productive.
Severity: High/Medium/**Low**
Resolution: Medicine: DayQuil/Emergen-C
Status: **Resolved**/In Progress

Risk: Misunderstanding the customer
Description: We could be misunderstanding the requirements of the project and risk developing a product the user doesn't want.
Severity: **High**/Medium/Low
Resolution: Check and post questions on Piazza often
Status: Resolved/**In Progress**

Risk: Communication failures
Description: Low response rate within group messages
Severity: High/**Medium**/Low
Resolution: Check and reply to Facebook messages frequently and talk before/after class. May have a Slack after development begins.
Status: Resolved/**In Progress**

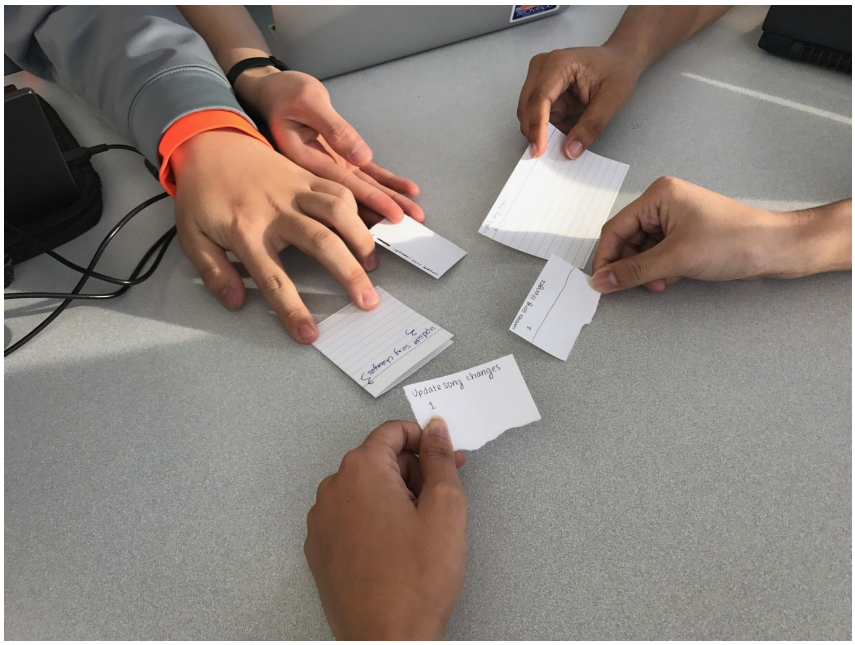
Estimated initial velocity: 0.5
Justification: We are new to Android and software design, so we set the personal velocity a little lower than the book suggests.

Planning Poker

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

S #	Name	Hand	False Assumptions Uncovered
1	Update song library	1 1 2 1 3	- Learn how to do folder access - Not sure if Android automatically updates folder - Don't know if we use database
1	Update song library	2 2 2 2 2	Final: 2
2	Click on albums/tracks to play them	2 2 2 2 2	- We don't know how to play the songs of an album Final: 2
3	Toggle flashback mode	1 1 1 2 2	- So many scenarios for flashback mode - How does closing the app keep track of stuff?
3	Toggle flashback mode	2 2 2 2 2	Final: 2
4	Location flashback	3 3 10 4 2	- Encompasses vast majority of app - Don't know how location services work - All of app functionality is encompassed in here? No, this only accounts for location
4	Location flashback	5 5 5 5 5	Final: 5
5	Real time flashback playlist updates	5 5 4 3 8	- This seems like the entire functionality of the app - This is just a function call. Other user stories account

			for keeping track of score - How often do we update location? - Android does it
5	Real time flashback playlist updates	4 3 4 4 5	Final: 4
6	Time of day flashback	4 4 4 3 3	- Should be easier than location services since it's only split into 3 different times Final: 4
7	Day of week flashback	3 3 3 3 1	- Should have more experience after implementing time of day flashback story Final: 3
8	Recently played flashback	3 4 2 3 6	- This seems like it needs a database so it would take a long time? But databases might actually be quick because we're familiar with using databases Final: 4
9	User can see info about track	2 2 2 1 2	- Designing how it looks on UI will take time Final: 2
10	User favorites/dislikes/ neither for a track	1 2 1 2 1	- Should simply be a field Final: 1
11	Favorited tracks flashback mode	1 1 2 2 1	- Are we assuming we already implemented the scoring system for tracks in flashback mode Final: 1
12	Disliked tracks don't play	1 2 2 2 1	- Don't play in any mode Final: 2
13	Pause, skip, and reset songs	1 1 1 1 1	- Learned how to do pause/reset in lab, should be quick - Might have to figure out skipping Final: 2



URL of ZenHub Project:

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-19/boards?repos=119339727

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