

(Awesominds)
Project Status Report #7
Sprint #3

Period ending:	June 26 th 2020
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Team Name	Number of Units completed
Team Awesominds	
Adam Lowe	16
Walker Jones	21
James Choi	10

Client:	Marty Donatelli
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At the end of this week:

Number of units remaining in backlog	13
Number of units in progress	27
Number of units in review	11
Number of units completed this week	47
Number of new units identified (additional scope)	42

Describe any tasks that could not be completed and how these is being addressed:

Task	How is this being addressed?
N/A	N/A

Descripted any tasks that could not be completed and the impact:

Task	Impact
N/A	N/A

Provide a schedule of this week's meetings and a summary. Include agenda, minutes.

Awesominds Minutes June 22th

1pm via Skype

In attendance: Walker, Adam, James, Marty

1.0 Approval of agenda

approved

2.0 Review of previous minutes

approved

3.0 Actions since last meeting

3.1 Project manager (Marty)

Sent team summary of first line of CSV export file from D2L

Discussed the fact that there are crucial pieces of information in that first line that Awesominds would not have access to unless the instructor sent it an export file of their class.

PM (Marty) still thinking about easier/alternative approaches

3.2 Team

Emails – none sent

4.0 Progress on Assigned deliverables

Team: Link new dbase with javascript

James completed this – works fine on Devel server

Adam – Stop button. After hitting stop, contents of the task appear on the task end screen. It keeps playing. Remove these

Stumbling block – not done yet. See 5.1 refractering below

James – 40. We need to remove 'new game' button and add a new button 'Select a different task'. This will take player to the select a task screen. Implement this for all 4 tasks.

Needs new structure. Postponed. See 5.1 refractering below

Walker – 'done button' on question screens. Currently on computer each response item is highlighted as you scroll over. This is not an option on a mobile phone. Mobile phone user may accidentally hit the wrong option. Having a done button eliminates this frustration.

Needs new structure. See 5.1 refractering below

5.0 Selecting next tasks/deliverables (high priority items)

5.1 refactoring

Team recommended a Redesign of the foundation/structure of the tasks side of Awesominds.

Means less files, more efficient, easier to make changes/additions.

New structure – will take 3 weeks to complete.(estimate).

This means putting current deliverables on hold.

PM (Marty) liked the new structure. Instructed the team to go ahead.

5.1 Timeline

This will change.

With the new structure design the deliverables will have to be put on hold

5.2 Current set of high priority items

A number of these have been accomplished. The second half – to do with the tasks – are on hold for now

Database

Data modeling modifications - Updating the database structure

Purging unnecessary data - Emptying the database of old courses and classes. (to be done)

Manage Tasks and games

Task selection - ability to toggle on or off the four tasks of the app

13. Operationalize all of these displayed functions

Mange Courses

Edit current course - menu of all instructors courses (in progress)

'Set dates' pop up - chapters/sections for the current course; their start date, their grade submitted date and their end date

19. 'Hide course' doesn't change the button in instructor's view. Once the 'Hide course' function is activated the blue button on the course management screen should change to 'Un hide course'

21. 'Available from:' and 'To:' should be changed and 1 line added. The three titles should be: "Start date", "score submission date" and "end date"

Student progress

Exporting scores – a csv file is created with all of the students in the class with Their c-numbers and scores for that section. An email message is created and sent to the instructor (in progress)

Tasks/game

'Done' button - They have to hit the 'I'm done' button on the screen to enter the answer

Create Account page

4. Hitting the down button under the avatar makes it disappear. Stop this

View student progress

10. Change the nature of the export file so that it matches the structure sent to you earlier.

11. Have to figure out a way to export the file so that the listing of c-numbers matches the order in the instructor's grade book

Select a Task:

Just drills

38. After hitting stop, contents of the task appear on the task end screen. It keeps playing. Remove these.

39. The 'Select a different game' button takes you to chapters it should be 'Select a different chapter/section'

40. We need to add a new button 'Select a different task'. This will take us to the select a task screen.

Rate questions

47. Content continues to appear as in 38 above

48. Same as items 39 and 40 above

Slide cards

52. Same as 38, 39 and 40 above

Game show

53. Current intro screen changes completely

Add text above. Title "Game show" Explanation under "You will be competing against others in a game show. There are several rounds. Each round has a different challenge – way of answering. Explanations appear at the beginning describing how you will play. Your goal is to complete each round and win the game.

These are your opponents" Show pictures of opponents

"Touch/click 'Play' to begin"

Add a 'Play' button

5.3 Next team tasks

Team: Link new dbase with javascript - completed

Restructured back end game structure refractering

Each team member could tackle a different third – beginning, middle and end

Team will talk about which team member will tackle which 1/3

5.4 Project manager next tasks

Lining up Medium priority items – on hold till the tasks foundation restructuring has been completed

Marty – now has access to latest version – will go through and check functionality of completed tasks

6.0 additional items

Webserver update – Vm school. Team is now good for term

Access to old version. PM Still has access

But can also access new version - team sent link and codes to Marty. He tried it – it works! Great!

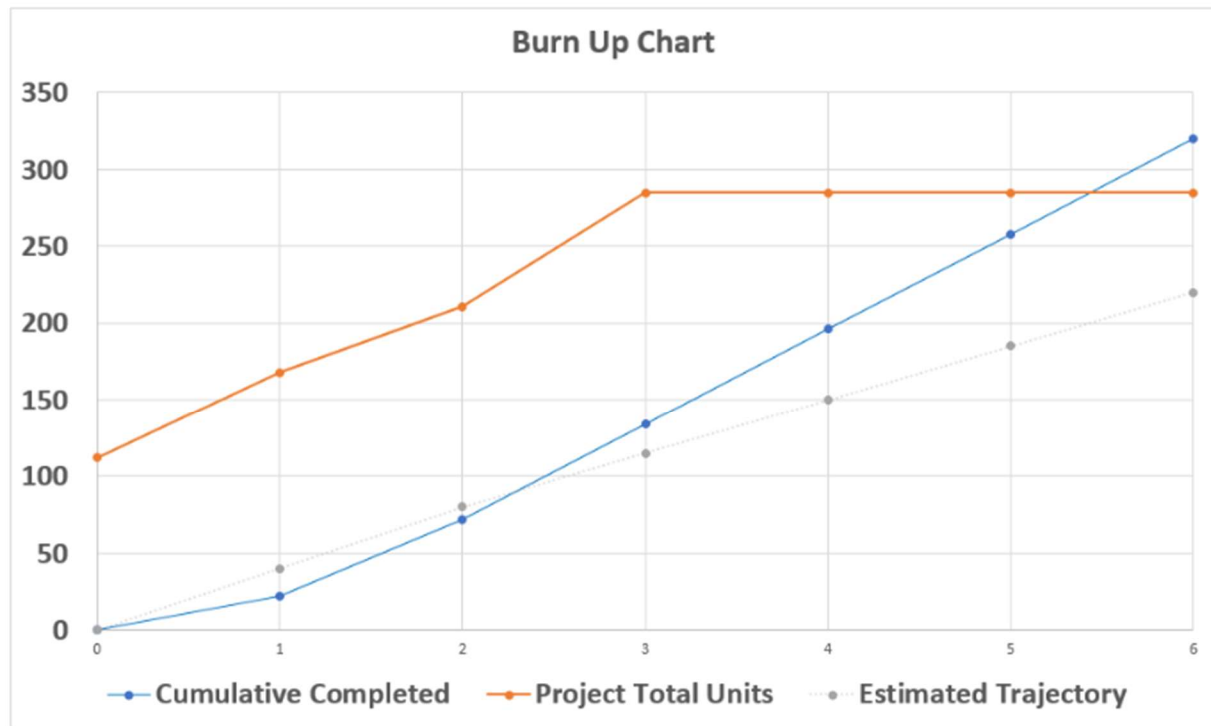
7.0 Next meeting

Monday June 29th 1pm

8.0 Adjournment

1:34

Sprint	Project Total Units	Estimated Units This Sprint	Completed This Sprint	Cumulative Completed	Estimated Trajectory
0	112	0	0	0	0
1	168	40	22	22	40
2	211	40	50	72	80
3	285	35	62	134	115
4	285			196	150
5	285			258	185
6	285			320	220



At the end of each sprint (even numbered weeks), include everything above and the following:

1. Project end date as estimated at the end of last sprint (based on burn-up chart)
Sprint 5
2. Project end date as estimated at the end of this sprint (based on burn-up chart)
Sprint 6
3. Estimated unit completion target for this sprint
35
4. Achieved unit completion target for this sprint.
62
5. Provide context for any loss or gain in productivity.
We thought this sprint was going to be tough because we had to learn a new JavaScript framework which we did have to do so it may look like we did do a lot of work but we also added a lot of work.
6. Estimated unit completion target for next sprint. If different, please explain justification.
40. We are hoping that since we have a better grasp and also rewriting the program to be more efficient, we will be able to get more done quicker
7. Attach a list of tasks addressed in the current sprint and their current state, assigned resource and estimate.

Tasks	Current State	Assigned	Estimate (Units of effort)
Game #Rounds	Complete	Walker	5
Game type of challenges	Complete	Walker	2
Game point Values	Complete	Walker	2
Game Goal	Complete	Walker	2
Game Number of questions per round	Complete	Walker	2
Number of lives	Complete	Walker	3
Points Per tasks	Complete	Walker	3
Integrate database to games	Complete	Walker	13
Question template	Current	Walker	8
Updating e-portfolio	Current	Adam	2
Ending Screens	In Review	Adam	3
Pause Screen	Complete	Adam	8

Stop Screen	In Review	Adam	8
Game Show UI	Current	James	8
Phaser Learning	Complete	Adam, Walker, James	13
Analysis Current source code	Complete	Adam, Walker, James	13
Done button	Current	James	1

8. Attach a picture of your completed burn up chart.