(Awesominds)
Project Status Report #11
Sprint5

Period ending:	July 24ᵗʰ 2020

Team Name Team Awesominds	Number of Units completed
Adam Lowe	1
Walker Jones	4
James Choi	2

Client:	Marty Donatelli

At the end of this week:

Number of units remaining in backlog	24
Number of units in progress	12
Number of units in review	6
Number of units completed this week	7
Number of new units identified (additional scope)	-25

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.

1pm via Skype

In attendance: Walker, Adam, James, Marty

1.0 Approval of agenda

.approved

2.0 Review of previous minutes

.approved

3.0 Emails since last meeting

3.1 PM/Marty

New characters – sent files of avatar options to be added

Progress indicator – location on screen not ideal. Being worked on by Adam

4.0 Progress on Assigned deliverables

Adam – rearrange slide card questions. Items 32, and 31 in "Project(Sprint) tasks" excel file

Finish progress indicator for Just drills task. Edit progress indicator for game; enhance visuals, adjust dialogue.
Rearrange the two vertical rows

Slide card options – completed

Progress indicator – separate screen. Don't have current progress – previous attempts

Sequence: hit Confirm, shows points, next button, shows progress indicator, then next question

James – 41. Fix password. Make it work . Invite instructor, forget password email doesn't work

Password length is correct

Finished – works fine. Forget password. Via url works properly. Gives url. Page to reset password

Can also change password - works

Completed Display last log in date/time. Tells you how many days - done

Also displays coming deadlines - done

Walker – Next button (after confirm button). – done

Start and end dates shown for courses – end date for course.

Question on this. PM/Marty wants a process whereby old courses get purged from the system after 5 years. Sends an email to the instructor of the inactive course asking if they want to keep it. Not a priority at this point.

Game show – lives. – working. Doesn't show throughout, only at beginning not throughout.

Graphic? – possible hearts?

In a row bonus - working

Rehash round – review hard ones (button on end screen – explore possibility of this). We can just turn it on.

Team

Has been tackling/completing some of the additional tasks added to the bottom of "Project sprint tasks backlogs" Excel file

Marty

Rehash round – for which tasks? How to implement?

Currently set up for game show task. Disable. Can see application in other three tasks. PM/Marty – makes sense for just drills, not slide cards. Too cumbersome for game show. Rate questions – not sure

Stats button and a Stop button – essentially the same – do we need both?

I'm ok with stats only appearing once they stop (ie. No 'stats' button), but many might like to see how they are doing while they are playing. (Originally I had red and green bars appear on the side for this purpose.) This is not an issue for 'Just drills' it has the progress indicator. But for the other tasks we may have to put one stat(%) on the question screen.

Clarification. Stats button on the stop screen – no. Should have the stats there. Do not need/want another step.

"Doesn't work button" – in slide cards. What should happen?

Goes to next question. Tags/flags question. Instructor can review number of tags for each question in test bank. Instructor can remove, not a high priority

Look PP for screens final presentation –

made progress, mostly describes what Awesominds is. What is sent to the team will be incomplete
CSV export file from D2L

Two options: manually enter, extra download step:

1. Aminds sends an email to instructor stating it is ready to send data/scores, gives url, and requests file structure 2. Instructor goes into D2L and exports a sample CSV file from their course. 3. Instructor sends this file to the URL provided by Awesominds. 4. Awesominds takes this info and creates a suitably structured CSV file from it and populates it with the student's scores. 5. Awesominds sends a new email to the instructor with this file 6. Instructor uploads it into their course in D2L

5.0 Selecting next tasks/deliverables

5.1 Timeline

PM/Marty expressed his concern about the growing tight nature of the timeline

Aug 5 team takes on no more tasks.

Aug 5-10 testing everything, finding bugs.

Aug 10 – 15 fix everything we found

Aug 15 – done, complete, finished

5.2 Next team tasks

File: remaining original tasks was reviewed by team. PM/Marty went through and explained each item. Team asked questions.

Walker – round begin and screens, intro and exit screen, game over screens, analytics dummy page

James – adding avatars, selecting avatars (display 3, center one is selection), sound effects – questions and options sliding in and out

Adam – work on section preamble popup – preamble too long – format to fit screen
  -change name of course function
  - colour and pallet – white with blue tint, change text

Team; as you finish, go to additional items, check with team mates

Team will push up new code

5.3 Project manager next tasks; think about….

– look for new host

-    Review screen shots from Walker

Send email to Camosun IT
Requesting access to Camosun email server
   One of the functions of Awesominds it to send an email to a new potential instructor
   Right now it comes from a gmail account which may seem dubious/risky.
   Coming from a Camosun SMTP server provides the necessary legitimacy.
We need the CAMOSUN SMTP information (URL, Account, Password)

6.0 additional items

6.1 newly discovered glitches presented by PM/Marty. Team stated many of these have been addressed in new version.

1. Create chapter – now works
Team will push up new code
2. challenges names
3. task selection works?
4. password reactivate

6.2 round begin and end screen – Walker to send screen shots

6.3 Lives – When you run out of lives. Game over screen

Game Over! You have no more lives. You've earned – points. Better luck next time.

would be nice to have host giving dialogue but it is not essential at this point.

Buttons: 'Start Again' (starts a new game) 'Tasks' (Returns you to task screen) 'Quit' (Ends Awesominds)

7.0 Next meeting
July 27th? 1pm Skype – confirmed

8.0 Adjournment
2:17 pm

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
   75
4. Achieved unit completion target for this sprint.
   26 + 6 in review
5. Provide context for any loss or gain in productivity.
   Underestimated the English assignment and spent a little more time into that.
6. Estimated unit completion target for next sprint. If different, please explain justification.
   36 to finish up the project
7. Attach a list of tasks addressed in the current sprint and their current state, assigned resource and estimate.

Task	Current State	Assigned	Estimate(units of effort)
Change Password	Complete	James	8
Character changes	Complete	James	1
Sound Effects	Complete	James	1
Intro and exit screen	Complete	Walker	2
Analytics page	Complete	Walker	1
Dialogue	Current	Walker	1
Section/chapter preamble	Review	Adam	2
Edit course function	Review	Adam	3
Color palette/scenes	Complete	Adam	1
Slide card buttons	Complete	Adam	1
Heading and instructions	Complete	Adam	2

Text changes/bug fixes	Complete	Adam	2
Update E-portfolio	Current	Adam	2

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	279	35	62	134	115
4	277	40	64	198	155
5	252	75	26	224	230
6	252	36		250	266

Burn Up Chart