**Wiki**

**1、App name：PPtoy**

**2、Team :**

|  |  |  |
| --- | --- | --- |
| 姓名 | 邮件 | 角色 |
| 周婷 | 1355597916@qq.com | Scrum master、teamer |
| 翁丽清 | 769403893@qq.com | Product owner  teamer |
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**3、Short description of the app**

Our group's app mainly for 2 to 4 year old infants. Our app can exercise the child's ability to recognize, let the child know what the purpose of a good thing, so that children can play in the world at the same time to deepen the understanding of the world.

**4、Idea Proposal**

<https://github.com/Andriod-GDUFE/PPtoy/wiki/PPtoy-ideaproposal>

**5、Product Backlog**

Product Backlog（1）

[https://github.com/liqingweng/PPtoy/wiki/Product-backlog%EF%BC%881%EF%BC%89](https://github.com/liqingweng/PPtoy/wiki/Product-backlogï¼1ï¼)

Product Backlog（2）

[https://github.com/Andriod-GDUFE/PPtoy/wiki/product-backlog%EF%BC%882%EF%BC%89](https://github.com/Andriod-GDUFE/PPtoy/wiki/product-backlogï¼2ï¼)

Product Backlog（3）

[https://github.com/Andriod-GDUFE/PPtoy/wiki/product-backlog%EF%BC%883%EF%BC%89](https://github.com/Andriod-GDUFE/PPtoy/wiki/product-backlogï¼3ï¼)

**6、Architecture &Design**

* Links to all the architecture and design artifacts. Initial design and iterations on the designs should be present

**Content**

* Link to the content (questionnaire, pictures, links etc…)
* This may be in GitHub issues and labelled as Content
* We need to have access to all the content in one click!

**7、Scrums**

* Organized in inverse chronological order with the names of the developer who submitted the scrum and the date it was submitted
* Sprint 1
* Spring 2
* Sprint 3
* …

**8、Demo & Retrospectives**

* Organized in inverse chronological order
* Demo & Retrospectives 3
* Demo & Retrospectives 2
* Demo & Retrospectives 1
* …

**Testing**

* Link to bug reports organized by sprint
* Sprint 1
* Sprint 2
* Sprint 2
* …
* Reports on testing

**Process description**

在这个过程中，本来我们是打算做很多个类的，结果发现出现了很大的问题，因为发现拖动这个代码过程是不能实现的，于是我们本来都是打算改为实行点击配对的，结果，后来经过不断的尝试，终于是成功解决了这个问题，但是我们发现时间不够用了，所以就归结为三个类，虽然其中其中还有很多的小问题。而在声音的应用上，本来是在网上进行寻找，都没能找到适合游戏的语音提醒，所以最后我们也都是进行自己配音，虽然不是很完美，但总体上海狮有达到要求，总得来说，问题蛮多的，不过经过一步一步的解决，总体上效果还是可以的。

**Communications**

在整个过程中，当我们遇到问题以及有新想法的时候，我们是通过面对面交流或是网络及时进行交流（因为不在一个宿舍）。比如，在父母界面进去的时候，我们原先是想说直接从按钮进入孩子游戏的关卡界面，后来觉得可能通过按钮进入相关按钮然后又相应的资料介绍以及语音播报等多方面，就通过交流每个人的想法，有了更好的想法应用。通过思想不断的交流碰撞，有了更多更棒的主意，所以团队合作中的交流是非常之重要的。

**Calendar**

* Link

**Tools**

Github

Java

Prezi

Word

Eclipse

**NB:**

* The organization of the wiki is important
* The English is important
* The form is important. It must be easy for the reader to go through all the material
* Create pages if necessary to make the documentation easier to read
* Please do not use long urls. Use short urls
* The organization of the wiki can be changed but all the components must be available
* The size of the images on the wiki must be adapted