Iteration 0

Team roles:

Product Owner: Prajwal Das

Scrum Master: FNU Nimisha

Developers: Shubham Gupta, Sai Harini Voruganti, Apurva Purushotama

Customer meeting date/time/place:

We had a meeting over Zoom with Dr. Walker on February 25th, 2022 3 pm - 4 pm to discuss the customer requirements for the project. The meeting minutes are available here: Minutes of meeting: Customer Meeting-1 . Meetings will continue weekly Fridays at 3pm - 4pm CST.

Summary:

The customer for this project is Nicola Ritter from VetMed (Veterinary Medical & Biomedical Sciences department at Texas A&M University). The main customer need is to develop and integrate interactive animations into the Stepstone learning environment and WordPress-based web site to improve the biology learning experience of middle school students. StepStone is an application authoring system provided by the Texas A&M Center for Educational Technologies. It is designed to work over HTML5 for desktop and mobile platforms. The motivation behind developing animations for learning is to design the curriculum to be more engaging and motivating for the students. Interactive animations are an effective learning tool to keep the young students motivated to learn new and complex things quicker, and to keep them engaged in the material and will provide the students with an entertaining visual approach to learning and remembering the material.

There is a framework already built for this project. Our primary goal for the project is to identify all the developed animations across all modules and deploy them into the StepStone learning environment if not done already and also deploy them in the WordPress-based web site. Next, we focus on working on the animations (based on customer provided requirements) which are still not developed, polishing the content based on the prior framework, and to parameterize the animations using json files so that these animations can be easily and effectively used in multiple modules. Finally, we develop some new animations, learning games and little quizzes to test student knowledge.

GitHub repo: https://github.com/prajwaldas95/BiologyLearningGamesAndAnimations

Pivotal Tracker: https://www.pivotaltracker.com/n/projects/2554948

VetMed Website: https://vetmed.tamu.edu/peer/one-health/

SpreadSheet(Deployment Status):
https://docs.google.com/spreadsheets/d/10NGrOZEGldePJ_KSnpPO_ENLpEQdU_VA3r1yopvTpGY/edit#gid=0

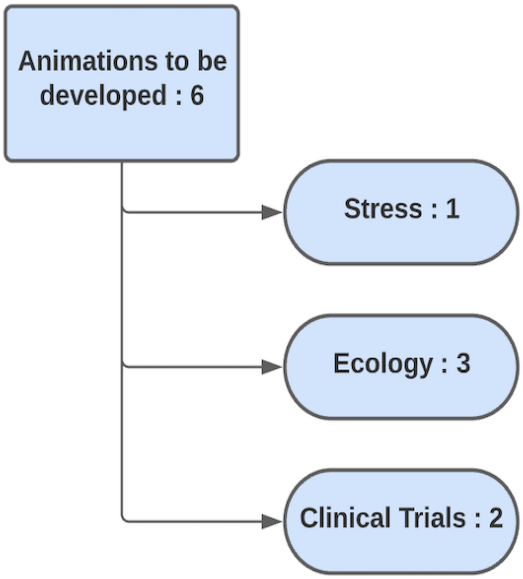
User stories (with User interfaces):

1. **Feature:** Inventory check and mapping of the new animations

   As an Instructor

   So that I can know the list of the animations are yet to be developed

   I want to make an inventory of such animations

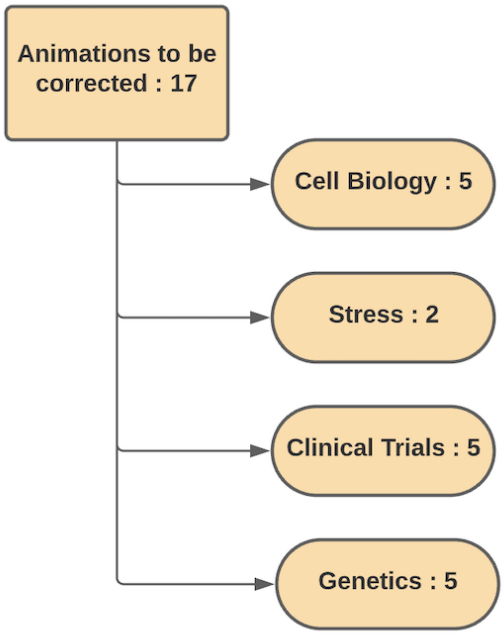


2. **Feature:** Inventory check and mapping of the existing animations

   As an Instructor

   So that I can know the list of the animations are not working or yet to be deployed

   I want to make an inventory of such animations

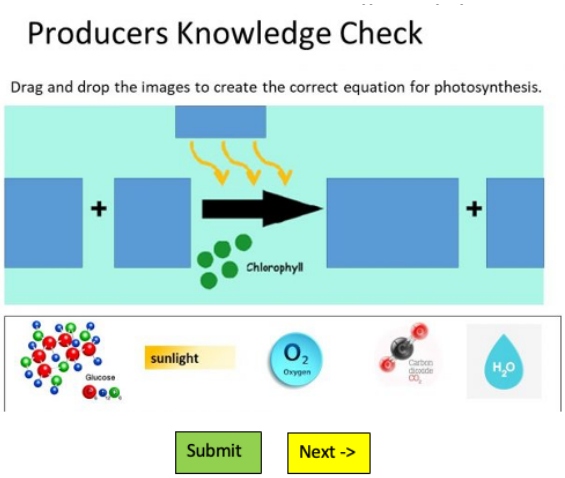


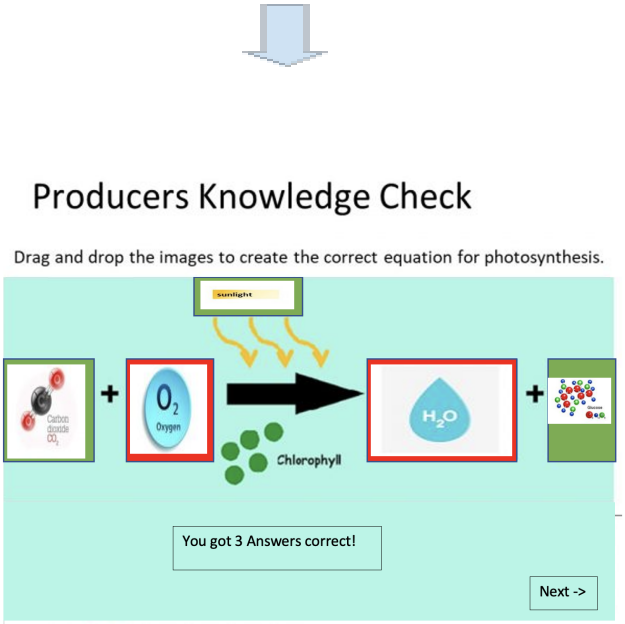
3.**Feature:** Create new animations

As a student

So that I can test my knowledge of the content covered in the module and learn in an interactive way.

I



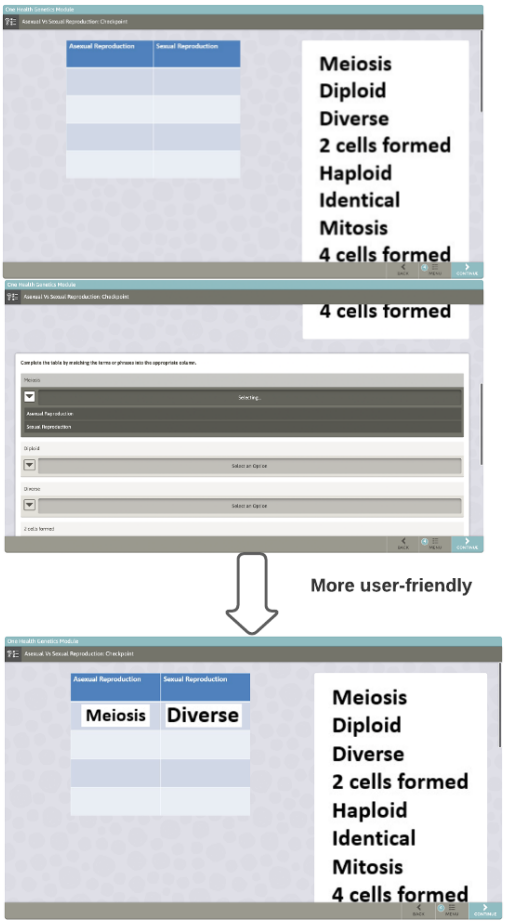


4.**Feature:** Enhance knowledge check across all Modules

As a student

So that I can view and interact with the animations in a more user friendly way

I want updated animations across all modules

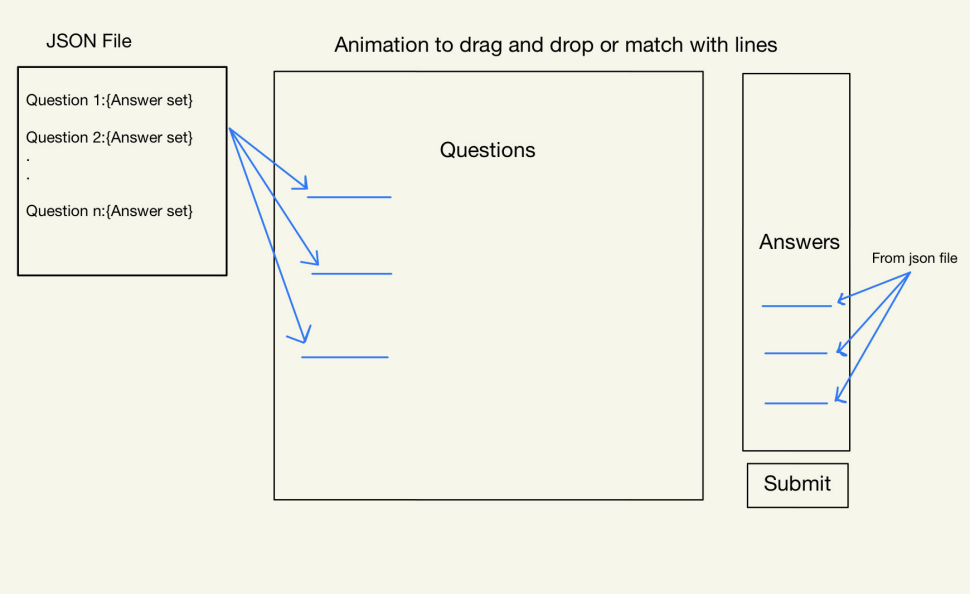


5.Feature: Parametrize the animations

As an Instructor

So that I can reuse the code over and over again in multiple modules

I want to parameterize the animations



6.Feature: Deployment of animations to Stepstone and WordPress based website

As a Instructor

So that the animations in the learning module is available to the students

I want to deploy the animations to the StepStone and WordPress based website

Strategy for legacy code improvement:

- Deploy animations which currently have placeholders
- Parameterize the existing animations so that they can be easily modified
- Making animations mobile devices compatible.
- Improvement of the previous animations

Grading approach:

Since most of the time, the developed applications are deployed into the StepStone environment in the final iterations, some of the user stories may not be completed until the last iteration. Therefore, the earlier iterations cannot be judged on the number of points completed in the iteration. The qualitative approach should be employed to compare the iterations i.e., the amount of progress made in the applications in each iteration.