

Team "Fast Fire File Fliers" Pivotal Tracker screen captures:

Our team has no stories in the icebox or unfinished stories. All of our finished stories are shown below, separated by iterations.

▼ 1 7 May		Pts: 6 75%	
▶	★	Player Setup (BF)	<input type="checkbox"/>
▶	★	Game Main Setup (BF)	<input type="checkbox"/>
▶	★	Maze Setup (JW)	<input type="checkbox"/>
▶	★	Database Setup (ZA)	<input type="checkbox"/>

The above capture shows the stories for iteration 1. Brandon Fowler began setting up basic functionality for the Player class, and Game class(main). James White worked on basic functionality for the Maze class. Zach Lontz began working on database structure.

▼ 2 14 May		Pts: 4 75%	
▶	★	Formalize SRS (BF)	<input type="checkbox"/>
▶	★	UML Prototype (ZA)	<input type="checkbox"/>
▶	★	Questions (JW)	<input type="checkbox"/>

Iteration 2 was a light iteration on pivotal tracker. Brandon created the first SRS draft, Zach created the first UML prototype, and James created a list of trivia questions. Some code work was done during iteration 2 as well, but was not assigned as a story.

▼ 3 21 May		Pts: 8	%
▶	★	Refactor (BF)	<input type="checkbox"/>
▶	★	Add Features (BF)	<input type="checkbox"/>
▶	★	Maze Traversal Algorithm (JW)	<input type="checkbox"/>
▶	★	Database Continued (ZA)	<input type="checkbox"/>

In the third iteration, a large portion of the actual programming work was completed. Brandon re-factored initial code into a better class structure, finished adding base functionality, and then added allot of the core features. James developed the maze traversal algorithm necessary to make sure that the maze is complete-able from any given player position. Zack continued work on the database side, built the skeleton database structure with a few questions, and plugged the database into the project.

▼ 4 28 May		Pts: 6	%
▶	★	Player Class (JW)	<input type="checkbox"/>
▶	★	Add questions (ZA)	<input type="checkbox"/>
▶	★	J-Unit (BF)	<input type="checkbox"/>
▶	★	Add final features (BF)	<input type="checkbox"/>

In the fourth and technically the last iteration, James worked to finalize the player class. Zack added the bulk of the trivia questions into the database. Brandon developed a J-Unit test suite, and added some final features into the game code.

• 5 4 Jun - Current		Pts: 3 of 3	%
Hide accepted stories			
▶	★	Sequence Diagram (JW)	<input type="checkbox"/>
▶	★	Installer (BF)	<input type="checkbox"/>
▶	★	PowerPoint (ZA)	<input type="checkbox"/>

The last week we made some stories on pivotal tracker as sort of a sudo fifth, mini iteration; in order to prepare for the final turn in, and presentation. Zack worked on our presentation power point. James made a sequence diagram. Brandon packaged the finished project source code into an exe installer.