MCOMD2SWE REPORT

Software engineering

Year 2 Computer Science

MCOMD2SWE | Software Engineering

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# Stories / Backlog / Estimation & Prioritisation

|  |  |
| --- | --- |
| Repository: | <https://github.com/CCCU-CTG/Interactive-Timetable-Map> |

Colour Code

|  |  |  |  |
| --- | --- | --- | --- |
| Sprint 1 | Sprint 2 | Sprint 3 | Future Sprints |
|  |  |  |  |

\*Most Important to Least Important\*

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **User Story** | **Acceptance Criteria** | **Estimated Points** |
| 1 | Create User Database |  | 1 |
| 2 | Create Module/Timetable Database |  | 1 |
| 3 | Populate User Database |  | 1 |
| 4 | Populate Module/Timetable Database |  | 1 |
| 5 | Create Framework UI |  | 1 |
| 6 | Link User Database to Program |  | 3 |
| 7 | Link Module/Timetable Database to Program |  | 3 |
| 8 | Encrypt User Passwords |  | 3 |
| 9 | Implement Login Functionality |  | 1 |
| 10 | Add Login UI |  | 1 |
| 11 | Link User Database to Program |  | 3 |
| 12 | Link Module/Timetable Database to Program |  | 3 |
| 13 | Merge RegForm With Login Form |  | 1 |
| 14 | Update Login Code to Use Same Naming Scheme |  | 1 |
| 15 | Fix Bug Preventing MainForm from Loading |  | 1 |
| 16 | Entering New Password for Username Overwrites Old Passwords |  | 1 |
| 17 | Make Login Draw from User Database .XML File |  | 2 |
| 18 | Test Database – Class Linkages |  | 2 |
| 19 | Implement Timetable UI |  | 2 |
| 20 | Design UI to Allow Admin to Edit Database |  | 3 |
| 21 | Refine UI |  | 2 |
| 22 | Add a Help Button |  | 1 |
| 23 | Add a Guide for Program Usage |  | 1 |
| 24 | Implement Timetable Functionality |  | 3 |
| 25 | Edit User SML/Database to Allow Admin Identification |  | 2 |
| 26 | Delete Register Function from Login Page |  | 1 |
| 27 | Fix & Refine Admin UI |  | 2 |
| 28 | Fix Timetable Rows Bug |  | 2 |
| 29 | Test Timetable Feature |  | 2 |
| 30 | Test Admin User Editing Feature |  | 2 |
| 31 | Link Google Maps to Timetable |  | 5 |
| 32 | Implement Google Maps API |  | 5 |

# Team Velocity Calculation

Sprint 1 – ((Ideal work hours) \* weeks) \* 4 team members / 3

Sprint 1 – Actual Velocity

Sprint 2/3 – Adjusted velocity from previous sprint maximum

# Release Planning

Sprint 1: Features

Sprint 2: Features

Sprint 3: Features

# Sprint Backlogs & Burndown Charts of Three Sprints

# Fixed Date Planning

Estimation of minimum stories each sprint

Total story points:

3 sprints

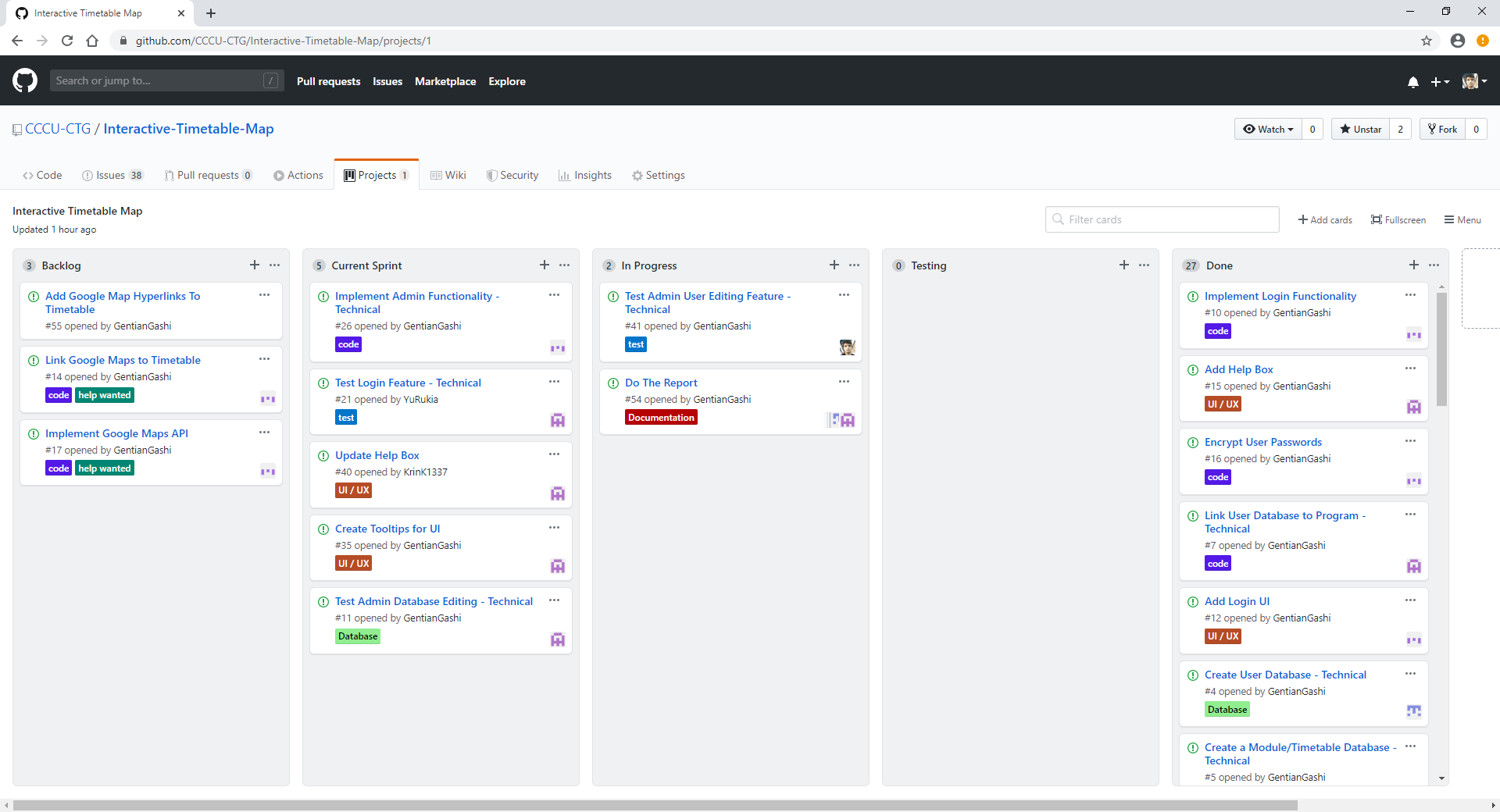
Range of Velocity:

Lowest (xx \* 3)

Highest (xx \* 3)

# Task Board

|  |  |
| --- | --- |
| Task Board: | <https://github.com/CCCU-CTG/Interactive-Timetable-Map/projects/1> |



# User Manual & Code

(Code in Appendix)

Sprint 1 User Manual:

* Just 1 paragraph

Sprint 2 User Manual:

* Just 1 paragraph

Sprint 3 User Manual:

* Just 1 paragraph

# **References**

<https://www.aescrypt.com/aescrypt_users.html>

<https://stackoverflow.com/questions/1374753/passing-base64-encoded-strings-in-url>

<https://stackoverflow.com/questions/28613831/encrypt-decrypt-querystring-values-using-aes-256>

# **Appendix**

## Appendix A: Code