Team 9

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Milestone 1 - Planning Phase

Risk Analysis

Risk 1 : Hard to estimate the time to complete user stories/tasks
Description : We don't currently know exactly how to implement it.
Severity : High
Resolution : We first need to document the skills/things required to complete the tasks, learn them and then come up with a viable estimate.
Status : resolved

Risk 2: Schedule conflict
Description: Hard to communicate and establish a working schedule with everyone.
Severity: Medium
Resolution: An excel sheet with all the free hours that is updated as often as possible. Using slack to communicate at all points of time.
Status: In Progress

Risk 3: Miscommunication among team members
Description: Can't get instantaneous feedback after distributing tasks
Severity: High

Resolution: May hold fixed small meeting everyday, like “standup meetings”. During the meeting, update the tasks and problems someone may get.
Status: resolved

Risk 4: API is hard to use
Description: API might be not developer-friendly and we might spend a lot of time understanding it and making attempts
Resolution: medium
Status: In progress

Velocity: 0.5
Justification: Suppose that everyone will take a rest during weekend, three programmers are taking a time-consuming class, and all programmers get midterms next week. Everyone can devote on average 10 hours every week on the project. And there are 60 person-hours in total for this milestone. So the velocity is approximately 60 / 6*10*2 = 0.5

Planning Poker

	Estimate 1	Estimate 2	Estimate 3	Estimate 4	Estimate 5	Estimate 6	Convergency
User Story 1: Show tracks and albums	5	4	6	6	8	5	6
User Story 2: Play tracks and album	4	6	10	8	12	10	10
User Story 3: Display date, time and place of a track	5	6	4	6	8	6	6
User Story 4: Add favorite status to a track	5	4	8	9	10	9	9
User story 5: Listen to tracks in flashback mode	15	13	16	20	17	17	17
User Story 6: Update playlist in flashback mode	4	6	8	8	8	7	8

Assumptions for user story 1:

1. Assume the Android API works well, can successfully access to the tracks locally
2. Assume showing a list of all tracks, all albums, tracks in a chosen album are similar tasks so that after we get one of them done, we can finish the other two more efficiently
3. Assume switching between “all track” view and album view and going back to album view have the same functionality
4. Assume the implementation of navigation bar is similar to that of iOS, for which we have previous experience.

Assumptions for user story 2:

1. Assume the api does not provide any user interface tool that can control music playing
2. Assume we need a playing view that shows the information of the currently playing track
3. Assume we need a toolbar that contains play, next/previous track buttons
4. Assume the layout should never be affected when rotating the screen,

Assumptions for user story 3:

1. Assume we don't have experience with getting current location and need time to learn it
2. Assume the location we can get is accurate
3. Assume we can get location information anywhere at anytime

Assumptions for user story 4:

1. Assume there is not "one-click" way to change the status of a track from neutral to disliked, liked to neutral or disliked to liked.
2. Assume the user can change the favorite status for only one track at a time.

Assumptions for user story 5:

1. Assume user can switch between regular mode and flashback mode at anytime in any view
2. Assume we need to figure out an algorithm that rank the priority of all tracks and sort them
3. Assume we need to find a efficient method to check the nearness of two locations

Assumptions for user story 6:

1. Assume the app should update the current location periodically

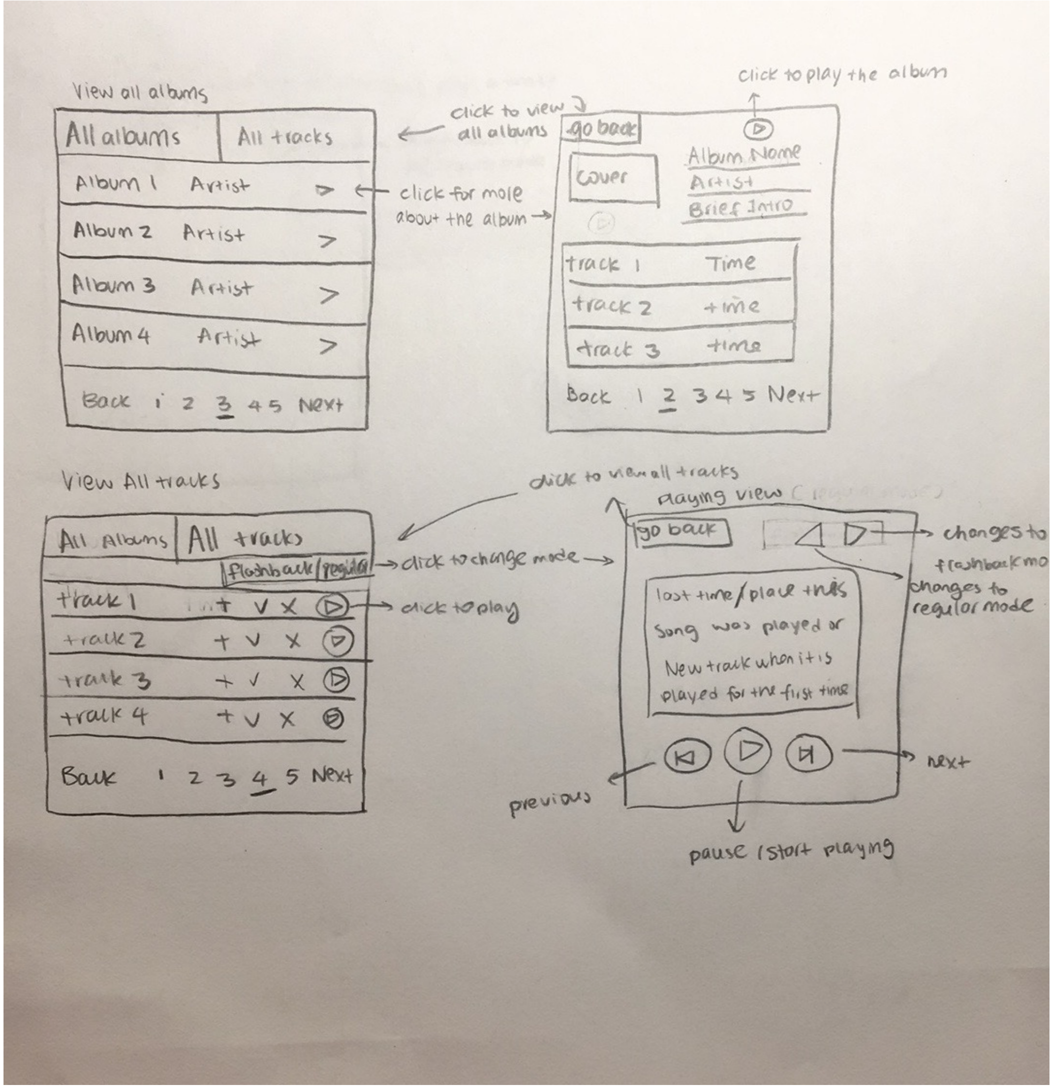
Assumptions for whole projects:

1. Assume all teammates need to resolve conflicts and spend time understanding codes written by other teammates.

URL of ZenHub Project:

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-9/boards?repos=119748691

User Interface Progressions/Screens (Wireframes)


View all albums
All albums
All tracks
Album 1 Artist >
Album 2 Artist >
Album 3 Artist >
Album 4 Artist >
Back 1 2 3 4 5 Next
click to view all albums
click for more about the album
click to play the album
go back
Cover
Album Name
Artist
Brief Intro
track 1 Time
track 2 time
tract 3 time
Back 1 2 3 4 5 Next
View All tracks
All Albums
All tracks
flashback/regular
click to change mode
track 1 + V X
track 2 + V X
track 3 + V X
track 4 + V X
click to play
Back 1 2 3 4 5 Next
click to view all tracks
playing view
go back
changes to flashback mo
changes to regular mode
last time/place this song was played or New track when it is played for the first time
previous
pause / start playing
next