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EECS 581

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Updated Agile Reference Stories and Agile Reference Stories Spreadsheet

I. Initial Agile Reference Stories

Updated Agile Reference Stories	
Point Value	Accompanying Reference Story
1 (~ 1 hour)	Lab 00: Single Number (EECS 560)
2 (~ 2 hours)	JavaScript Pie Chart Lab Assignment (EECS 368)
3 (~ 3 hours)	Recursive Game Haskell Assignment (EECS 368)
5 (~ 5 hours)	Lexical Analyzer with starter code (EECS 665)
8 (~ 8 hours)	Backtracking Maze Lab (EECS 268)
13 (~13 hours)	First round battleship project - coded in terminal (EECS 448)

II. Agile Reference Stories Spreadsheet

Story Information			Team's Final Bucket Assignments				
Story ID	Story Summary	Story Points	Tyler Atkins	David Dahl	Tram-Anh Ho	Konrad Chen Kahnert	Maggie Swartz
1	Each individual group member will reflect on ideas for possible project themes. This may include research into topics each member finds interesting, guided by the feasibility constraints of a two-semester class timeline.	2	3	1	1	1	2
2	The team will meet as a group and discuss their individual research into project ideas and areas of strength/expertise. The team will then make a final decision on the project idea moving forward.	2	1	2	1	1	2
3	Phase I of hardware research for desktop. The team will research which hardware components will be necessary. This could include hardware already available to EECS 581 students, or components which need to be purchased and ordered.	2	3	2	3	3	2
4	Using the original story points estimate and initial requirements stack, the team will meet as a group and update the story points to better reflect project details once a final project theme is chosen.	1	2	1	2	1	1
5	Team will inventory the hardware components currently available to EECS 581 students. If desired hardware components are not available, the team will follow necessary procedures to order and acquire these components.	1	1	2	2	2	1
6	All team members will need to develop a familiarity with the hardware components used in the project. This may require the use of online tutorials or practice with previously developed software.	8	5	8	3	8	8
7	If the project requires use of software components which are unfamiliar to team members, they may need to	5	5	3	3	5	5

	complete tutorials or research best use practices for use within the project's context.						
8	Team will meet periodically as a group to delegate tasks and check in on individual progress as needed. This will be an on-going requirement throughout the project.	2	2	2	1	2	2
9	Phase I of software research for desktop. The team will research software components necessary for efficient and successful completion of the project's goals. This may include research into different coding languages and platforms.	3	2	5	2	5	3
10	Phase I of back end development for desktop. The team will work to create a back end that facilitates the needs of the project design including data storage and manipulation. This system will be designed in such a way that it is easily connected to user experience elements.	13	5	13	8	13	13
11	Phase I of UX development for desktop. The team will turn the project into a product with a fluid user experience. This may involve reviewing the project with members outside of our group. This will involve testing and repeatedly improving the user experience.	5	8	8	3	13	5
12	Phase I of UI development for desktop. The team will make sure that the project is aesthetically pleasing. This will involve putting thought into the color palette, design, and typography of the project. This will focus on ease of product use in the user interface.	5	13	13	8	13	5
13	Team members will integrate individual coding contributions into the larger codebase as they are developed or when evolution of the project's function requires integration for further advancement.	13	8	13	13	8	13
14	All team members will comment their code throughout the project's lifecycle. Code comments may need to be edited as the project evolves for greater readability and understanding.	3	2	3	2	3	3

15	Miscellaneous documentation work - this can include work on written project deliverables and artifacts, uploading these documents when completed, and the creation and maintenance of necessary spreadsheets or other organizational tools.	5	3	5	5	2	5
16	Throughout the project's lifecycle, team members will periodically perform quality assurance testing on the code base, searching for inherent weaknesses and areas presenting the opportunity for improvement.	2	1	2	3	3	2
17	All team members will debug code as necessary throughout the lifecycle of the project. This may be an individual effort correcting small errors, or may require team meetings to discuss larger issues in the overall codebase.	8	8	5	8	5	8
18	The group will decide on a concept for the final video presentation for the third sprint progress at the semester's conclusion. The group members will all participate in the filming and creation of the video.	5	5	5	2	3	5
19	When the group has filmed all necessary components for the third sprint's video, the film will be edited into the final presentation form. This may require the use of tutorials or learning editing techniques in the chosen medium.	3	2	5	2	2	3
20	Branding - The team will decide on branding, a logo, and other components required to make a cohesive brand. This will require thought into the themes of our product, as well as studying to become familiar with graphic design/logo philosophy.	5	8	5	2	3	5
21	Marketing - The team will decide on how/where to advertise our product or make it available for the general public. This may or may not involve reading up on App Store/Steam/etc. requirements and adjusting our product in order to be listed.	8	3	5	2	5	8

22	Phase II of back end development for VR. The team will work to create a back end that facilitates the needs of the project design including data storage and manipulation. This system will be designed in such a way that it is easily connected to user experience elements.	13	13	13	13	13	13
23	Phase II of UX development for VR. The team will turn the project into a product with a fluid user experience. This may involve reviewing the project with members outside of our group. This will involve testing and repeatedly improving the user experience.	5	8	13	8	13	5
24	Phase I of UI development for VR. The team will make sure that the project is aesthetically pleasing. This will involve putting thought into the color palette, design, and typography of the project. This will focus on ease of product use in the user interface.	5	13	13	8	13	5
25	Upon completion of a functional and satisfactory desktop game, the team will strategize best practices for transitioning the game to a VR experience. This will draw upon hardware and software research, along with user feedback.	5	5	8	8	8	5
26	Phase I of user testing for the desktop product. Team members will seek out individuals willing to test the game and provide feedback. This will heavily inform UI/UX development and optional features development. This will be ongoing throughout the project.	5	8	3	3	3	5
27	Phase II of user testing for the VR product. Team members will seek out individuals willing to test the game and provide feedback. This will heavily inform UI/UX development and optional features development. This will be ongoing throughout the project.	5	8	3	3	3	5
28	As the project draws inspiration from the virtual reality rhythm game Beat Saber, team members should familiarize themselves with this product. This can involve	3	3	3	3	3	3

	research, watching videos of others playing the game, or playing the game themselves.						
29	Phase II of hardware research for VR. The team will research which hardware components will be necessary. This could include hardware already available to EECS 581 students, or components which need to be purchased and ordered.	3	2	3	2	3	3
30	Phase II of software research for VR. The team will research software components necessary for efficient and successful completion of the project's goals. This may include research into different coding languages and platforms.	3	3	5	2	5	3