Sprint 2

Sprint 2 Goal

We plan to complete the remaining development steps in the sprint 2, which will give a delivery with following improvements and new features:

General:

- makes the animation clear and can visualize the code synchronously in the same level of abstraction
- synchronizes the visualizing level with code expansion and collapse
- creates buttons to control each step of algorithm display
- changes the first index of arrays to 1
- well documents unsolved features
- use small sections on the page instead of any pop-up windows

Prim's:

- keeps the size of graph unchanged whatever operations are used

Transitive closure:

- has an introduction of Warshall's algorithm
- keeps the size of graph unchanged whatever operations are used

User Stories Planned

general

ID	User	Story	Story Point Estimate
02	Students	We want to see the visualizing level varying with the expansion and collapse of the code.	15
05	Students	We want the animation to be clear enough so that we can understand the algorithms with less effort.	8
06	Students	We want to see fewer textual instructions, the interface should be mostly self-explanatory. (less is more)	10
07	Students	We want to enter the site and start inspecting right away without any excess clicking. (Reverse the code tab and the background tab)	2
09	Students	We want the Play/Step control on the left, next to the speed control, and the progress strip on the very right.	3
10	Students	We want the default size of the visualization to be optimal (not much whitespace and show all the important elements)	2
11	Students	We want to see the matrix index, array, node index start with 1, not 0.	2
12	Students	We want to well document the unsolved feature like tuning. with the ideal realization prototype or example.	8
13	Students	We want to see the explanation in a small section of the screen rather than a pop-up window.	4

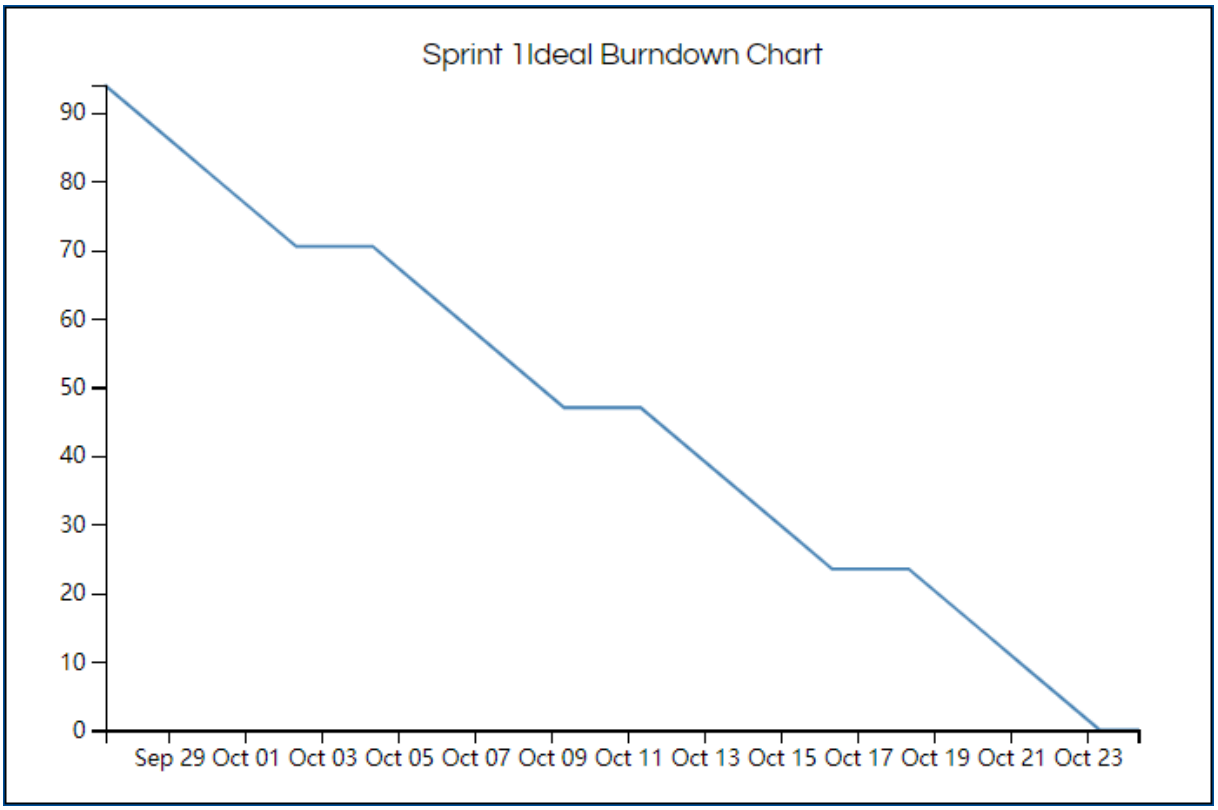
Prim's

ID	User	Story	Story Point Estimate
17	Students	We want to drag the widgets of the graph and keep the shape unchanged even going back to the last state. (Optional)	10

Transitive Closure

ID	User	Story	Story Point Estimate
22	Students	It would be better if there is an introduction showing how Warshall's algorithm be optimized from a naive version. (Optional)	10
23	Students	We want to drag the widgets of the graph and keep the shape unchanged even going back to the last state. (Optional)	10

Sprint Burndown Chart


Sprint 1Ideal Burndown Chart
90
80
70
60
50
40
30
20
10
0
Sep 29 Oct 01 Oct 03 Oct 05 Oct 07 Oct 09 Oct 11 Oct 13 Oct 15 Oct 17 Oct 19 Oct 21 Oct 23