Sprint Reflection

Week 1: 24 April - 1May

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| --- | --- | --- | --- | --- | --- | --- |
| User Story | Tasks | Assigned To | Estimated Effort | Actual | Done | Notes |
| User inputs list of songs and receives playlist with each track matching as close as possible | Playlist & Track models, which load id3 data from disk given a list of tracks | Roy | Moderate | 5 hours | Yes |  |
|  | Playlist Loaders (getting a list of music files from a directory or u.m3) | Emiel | Moderate | 6 hours | Yes |  |
|  | Class that calculates the compatibility between two tracks, based on bpm, key and energy level | Davey/Felix | Moderate/Hard | 10 hours | Yes |  |
|  | Algorithm that creates a new playlist, based on the compatibility levels between tracks | Davey/Felix | Moderate | 10 hours | Yes |  |
|  | Parsing of ID3(key/bpm) to Track object | Roy | Hard | 10 hours | Yes |  |
| User expects first version of the application to work in the command line | Simple command line frontend / input output | Felix | Low | 5 hours | Yes |  |
|  | Logging to command line & file | Millen | Low | 4 hours | Yes |  |
| User can play music with file received from system | Make system export .m3u file | Emiel | Moderate | 2 hours | Yes |  |