GamerTools

Jacob Quick

UMKC Computer Science

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# **Vision Statement**

For gamers who want to have a tool to help them play with ease, the GamerTools app proves a gaming multi-tool that includes features needed for various different games. Unlike most gaming aids out there which are focused on providing only the tools necessary for the game they represent, such as Magic the Gathering HP trackers, GamerTools aims to provide features needed for any game, making it a go to app for all gaming needs.

GamerTools aims to provide as wide an array of tools as possible in an attempt to cover as many games as possible. A side effect of this is the creation of customization features to the overarching tools to help fit the user’s specific needs.

# **Requirements**

## Step #1: Identify Categories of Users

**Default User-** User who just needs quick access to basic functions.

**In-Depth User-** User who wants to use a more specific or detailed functionality.

## Step #2: Create Actor-Goal List

|  |  |
| --- | --- |
| **Actor** | **Goal** |
| General User | Quickly access basic functionality |
|  | Choose from simple list with no customizations |
|  | Make minor changes to certain functions |
|  | Determine number of dice to be rolled |
|  | Choose number of Players to track. |
|  | Undo actions. |
|  | Reset Scores and undo recent changes |
| In-Depth User | Customize funtions |
|  | Change dice face values, what scores change by, etc. |
|  | Save customizations |
|  | Provide common alterations of basic functionality |
|  | Provide game specific features for popular games. |
|  |  |

## Step #3: Identify User Stories

**As a General User, I want to be able to quickly choose a Tool**

Estimated Effort: 4 Story Points

While taking a quiz, the quiz taker should be given the option of saving partial results.

**As a General User, I want to be able to alter the Tool depending on basic variables of my game.**

Estimated Effort: 4 Story Points

While taking a quiz, the quiz taker should be given the option of saving partial results.

**As a General User, I want to be able to undo mistakes I make while using the Tools and reset the Tools.**

Estimated Effort: 6 Story Points

While taking a quiz, the quiz taker should be given the option of saving partial results.

**As a General User, I want to be able to save and load alterations that I might use a lot.**

Estimated Effort: 7 Story Points

While taking a quiz, the quiz taker should be given the option of saving partial results.

**As an In-Depth User, I want to be able to make minor changes to the base functionality of a Tool.**

Estimated Effort: 8 Story Points

While taking a quiz, the quiz taker should be given the option of saving partial results.

**As an In-Depth User, I want to be able to make major changes to the base functionality of a Tool.**

Estimated Effort: 10 Story Points

While taking a quiz, the quiz taker should be given the option of saving partial results.

**As a General User, I want to be able to quickly choose a tool of popular games without having to make the alterations myself.**

Estimated Effort: 6 Story Points

While taking a quiz, the quiz taker should be given the option of saving partial results.

### **Product Backlog**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Story ID** | **Story** | **Story Points** | **Priority** | **Status** |
| S1 | Allow all Users to quickly find and use very basic functionalities. | 4 | 1 | Completed  9/21/17 |
| S2 | Allow all Users to specify the amount of players or other relevant information to alter basic dice functionalities accordingly | 2 | 2 | Completed  9/23/17 |
| S3 | Allow all Users to specify the amount of players or other relevant information to alter basic score-keeping functionalities accordingly | 3 | 2 |  |
| S4 | Allow Users to reset the Tools and undo recent actions, and view past results | 6 | 3 |  |
| S5 | Allow Users to save and load any alterations they make to base functionalities for even faster access | 7 | 4 |  |
| S6 | Allow In-Depth Users to make many minor alterations to the functionalities. | 6 | 4 |  |
| \*S7 | Allow visual appearance of Dice up to a certain point. | 6 | 6 |  |
| S8 | Allow In-Depth Users to make many major alterations to the functionalities. (Example: Change what the sides of the dice show.) | 10 | 5 |  |
| \*S9 | Allow Users to choose from a number of default alterations based on common board games. | 6 | 6 |  |
| S10 | Further Base Modes |  | 6 |  |

\*-Stories are stretch goals.

# **Sprint #1**

Sprint Backlog

|  |  |  |  |
| --- | --- | --- | --- |
| **Story ID** | **Story / Task** | **Estimated**  **Hours** | **Actual**  **Hours** |
| S1 | Create and Organize Program files | 1 | 4 |
|  | Design UI | 5 | 5 |
|  | Implement RNG and Visual Representation | 4 | 3 |
|  | Implement a score keeping mechanism and display | 3 | 3 |
|  | Write automated unit tests | 5 | - |
| S2 & S3 | Create UI elements to gather information | 2 | 4 |
| S2 | Alter Values in dice functionality based on input | 4 | 2 |
| S3 | Alter appearance and functionality of score tracking function based on user input. | 6 | - |
| Stretch |  |  |  |
| S1 | Potential addition base functionalities created |  | - |
| S2 | Alterations to functionalities in Stretch S1 allowed. |  | - |
|  |  | Total Estimate:  30 | 21  Completed |

## Retrospective

In this first iteration, I had planned on completing 2 of the stories, but only ended up 1 and most, but not all, of the second. I ended up splitting the second story into two to better represent the newfound difficulty and value of these features. I made many miscalculations when making my plan that lead to this result. One of the main things I did wrong was underestimate how much time my other classes would take up, and overestimated the time I would be left with. I made plans under the misguided preconception that I would be able to devote more time to this. I also failed to realize just how much I had to learn about Android Studio and how it worked. I thought I would be able to gain a good handle on how to use this IDE, but my lack of familiarity with phone development in general turned out to be a rather large issue. Alongside that, my computer uses an AMD processor rather than an Intel. Android Studio only supports Intel, so my AMD processor led to all my emulators being magnitudes slower, making testing take a much longer time. My main mistake was not allowing for unexpected difficulties outside of the coding itself in my initial Sprint plan.

**Project velocity: 6**

# **Sprint #2**

Sprint Backlog

|  |  |  |  |
| --- | --- | --- | --- |
| **Story ID** | **Story / Task** | **Estimated**  **Hours** | **Actual**  **Hours** |
| S3 | Alter number of score keeping displays based on User Input | 6 |  |
|  |  |  |  |
| S4 | Add undo button and functionality to Score Keeping | 3 |  |
|  | Add BackLog of Dice rolls for users to view previous rolls | 6 |  |
|  |  |  |  |
| S6 | Allow alterations of increments and decrements in score | 3 |  |
|  |  |  |  |
| S5 | Store one custom setting (Players and Score increments and decrements) for ScoreKeeping | 5 |  |
|  |  |  |  |
| Stretch |  |  |  |
| S10 | Potential addition base functionalities created |  |  |
|  |  | Total Estimate: 23 |  |