

# Project Zelula - SCRUM plan #2

Group 5/E:

Felix Akkermans

Niels Doekemeijer

Thomas van Helden

Albert ten Napel

Jan Pieter Waagmeester

April 26, 2012

## 1 Introduction

In this SCRUM plan we define the tasks we want to complete in this sprint. Every task is assigned to one or two developers and an estimate is provided for the effort required.

For each SCRUM run a milestone is created at GitHub, with issues for the tasks selected. The issues for this milestone can be found on: <https://github.com/FelixAkk/synthbio/issues?milestone=9>.

## 2 Selection and assignment of tasks

Because this is the second iteration, we think we will find less unexpected tasks. The available time is more than last time, so we want to do more work than in the last iteration. For this iteration, the goal is to end up with a GUI that supports basic circuit design and a back-end that supports basic circuit handling (loading/saving/validating).

### Available time

The time available is five mornings in two weeks by five people. That's about twenty hours per person, however, some time should be reserved for the meetings. So the total effort available is about 90 man hours.

A list of tasks, assignments and effort estimations is included in a table.

### Presentation

Results for this iteration will be presented Friday May 4, 12:15 in DW-PC 0.010.

| Task  | Developer  | Effort    |        |
|---|------------|-----------|--------|
|   |            | estimated | actual |
| #18 Server: Save circuit                        | Jan Pieter |           |        |
| #19 Server: Load circuit                        | Jan Pieter | 12        | Actual |
| #20 Server: Validate circuit                    | Jan Pieter |           |        |
| #26 Server: Serve saved circuits                | Jan Pieter | 3         | Actual |
| #21 Server: Connection to simulator             | Albert     | 12        | Actual |
| #27 Server: Convert circuit to simulator input  | Albert     | 3         | Actual |
| #4 Client: Javascript scaffolding               | Thomas     | 10        | Actual |
| #22 Client: Gate scaffolding and rendering      | Felix      |           |        |
| #24 Client: Drag-and-drop gates to working area | Felix      | 14        | Actual |
| #25 Client: Move gates in the working area      | Felix      |           |        |
| #30 Client: Draw wires between gates            | Niels      |           |        |
| #31 Client: Draw input/output wires             | Niels      | 14        | Actual |
| #28 Reflection scrum plan 2                     | Thomas     | 3         | Actual |
| #29 Scaffolding scrum plan 3                    | Thomas     | 1         | Actual |
| #32 Code review                                 | Everyone   | 5 * 4     | Actual |
| Total   |            | 92        | -      |
| Optional tasks <sup>1</sup>                     |            |           |        |
| - Server: Simulate circuit                      | -          | Planned   | Actual |
| - Client: Validate circuit                      | -          | Planned   | Actual |
| - Client: Load circuit                          | -          | Planned   | Actual |
| - Client: Save circuit                          | -          | Planned   | Actual |
| - Client: Specify proteins for wires            | -          | Planned   | Actual |
| Total   |            | -         | -      |
| Grand Total                                     |            | 92        | -      |

---

<sup>1</sup>Things from next iterations that could be done if sufficient time is available