

Team #6

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Milestone 1 - Planning Phase

Risk Analysis

Following guidelines on Moodle (Link: <https://csemoodle3.ucsd.edu/mod/page/view.php?id=1321>)

Risk: No one knows Android

Description: This might severely elongate estimated time needed to complete the project because it is done on the Android framework.

Severity: High

Resolution: Learn Android, CodeAcademy, Youtube, go to Labs

Status: In progress

Risk: Not enough time for meetings

Description: There are only a few hours each week that everyone is available to meet. It is hard to find time where all six people are available.

Severity: High

Resolution: We have blocked off time in our schedules to meet weekly. We will have standups after every lecture.

Status: Resolved

Risk: Little experience on coding UI

Description: It is important to the application because it is how the user interacts with the application. Therefore, this could also elongate the time to complete the project if no one is experienced with it.

Severity: Medium

Resolution: Learn UI through labs and videos.

Status: In progress

Risk: No location for meetings.

Description: If we can't find a place to work, then it is very difficult to work and plan together.

Severity: Medium

Resolution: Reserve study rooms in advance

Status: Resolved

Risk: Communication issues

Description: People not checking messages could cause issues when trying to determine when to meet and also when people have questions. It is important that everyone stays on the same page as well so communication is important.

Severity: High

Resolution: Turn on notifications in Slack and read all messages. Communicate all questions/concerns, don't be silent!

Status: Resolved

Estimation of initial velocity: 0.5

Justification: All of us know Java, but we don't know Android (and not familiar with UI) yet. Thus, working with a new framework will take more time than usual and getting up to speed with the project will take time as well. Procrastination issues will cause dips in efficiency. In addition, we need to get used to working in our respective pairs and groups and this might cause some dips in efficiency which makes our velocity lower. However, as we get more familiar with the framework and working in pairs our velocity will most likely increase.

Planning Poker

Following guidelines on Moodle (Link: <https://csemoodle3.ucsd.edu/mod/page/view.php?id=1321>)

Story #	Name of Story	Hand	(False) Assumptions Uncovered
1	Play music not in Flashback mode	4 4 4 8 8 8	Assuming there is an API we can use for the application, assumed that we already have songs available for us in the library
1	Play music not in Flashback	6 6 8 8 6 8	Assuming that it's going to take us longer to learn the API
1	Play music not in Flashback	6 6 7 7 6 8	(none)
2	Select Flashback mode	2 2 1 1 1 4	Assumptions that we don't need to make elaborate UI
2	Select Flashback mode	2 2 1 1 1 1	(none)
3	Play music in flashback mode	16 16 24 16 12 14	Core mechanic of the app, assuming the algorithm is simple, There are a lot of factors to take into account when selecting tracks for flashback, we have to learn the location API, when to update the flashback queue list
3	Play music in Flashback mode	16 16 16 16 12 16	Assuming that the API is not hard to learn
3	Play music in Flashback mode	14 16 14 16 16 16	(none)
4	User prioritizing songs	10 12 6 6 6 6	The buttons we have to create for the UI, buttons won't take a long time to create, assumption that we already have the rest of the core functionality, assumption that we don't have the rest of the functionality of playing songs
4	User prioritizing songs	6 6 6 6 6 6	(none)
5	Song info	1 2 2 2 1 4	Assumptions that we already have this information of the song saved somewhere in the database and this is just displaying it, add it to the class as a field, we need make UI for it as well
5	Song info	2 2 2 2 2 2	(none)



URL of ZenHub Project:

<https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-6/boards?repos=119298073>

User Interface Progressions/Screens (Wireframes)

Only if you don't store User Stories in ZenHub, insert here, ordered and labelled by User Story

User Stories are in Zenhub along with the User Interface Progression Screens per User Story (attached as an image to the user stories). The User Interface Progression Screens are the same for 2 user stories (#2 and #3) as they encompass the same user interface.