

## PLANNING POKER AND BURNDOWN CHART

<u>ITERATION 1</u>	Planning Poker - Points
Story	Result
Understand the code	20
Test the app	3
Build project	3
CI	5
Class diagram	13
<b>TOTAL</b>	<b>44</b>

Figure 1 - Table of Story Points - Planning Poker

Iteration 1 was from the 14th to the 27th of January. We had 14 days to do all 44 points. We managed to finish 19 points entirely (3 stories).

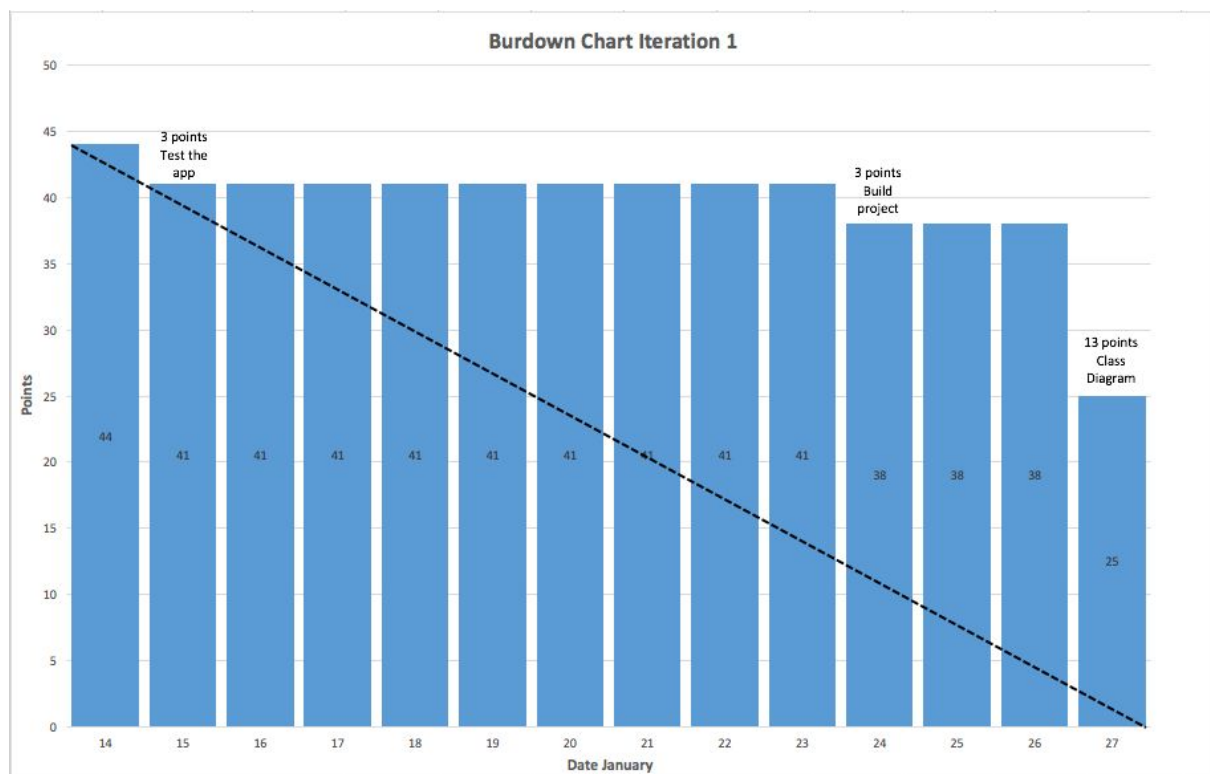


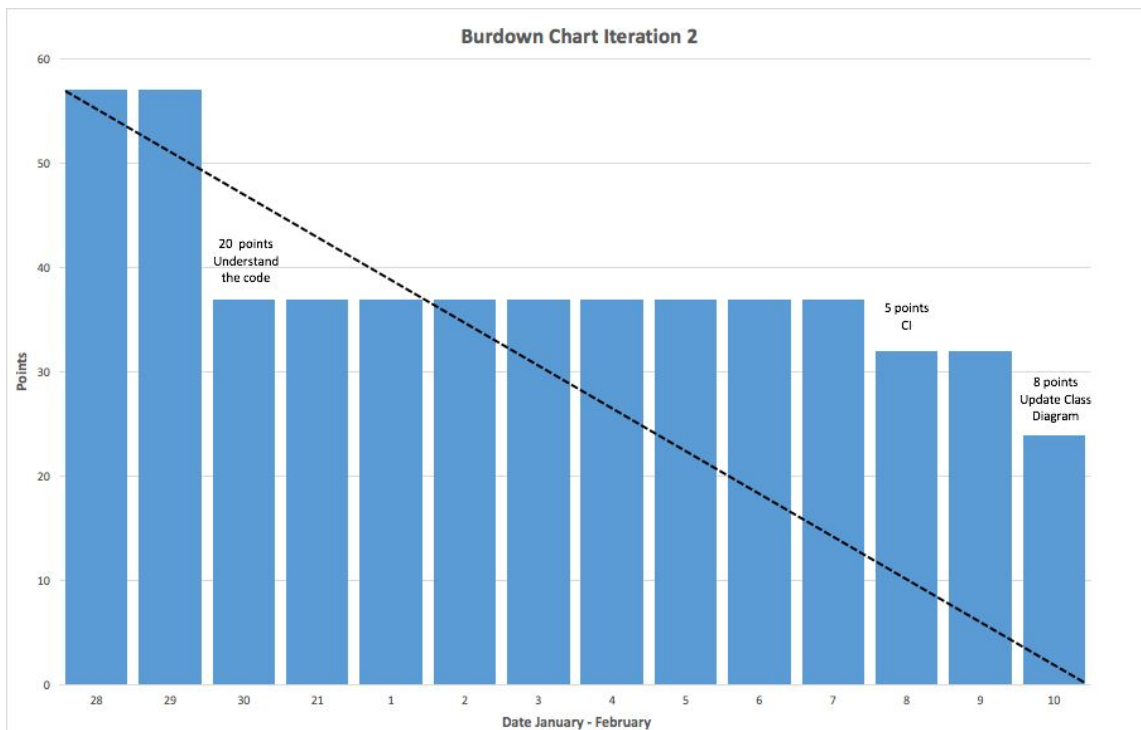
Figure 2 - Burndown Chart for Iteration 1

## PLANNING POKER AND BURNDOWN CHART

<b>ITERATION 2</b>		<b>Planning Poker - Points</b>
	<b>Story</b>	<b>Result</b>
<b>I1</b>	Understand the code	20
<b>I1</b>	CI	5
<b>I2</b>	Update Class Diagram	8
<b>I2</b>	Trending tab in side menu	5
<b>I2</b>	Episode page - Organize	5
<b>I2</b>	Mark as unplayed - Downloads page	3
<b>I2</b>	Add to favorites - Downloads page	5
<b>I2</b>	Add to queue - Downloads page	3
<b>I2</b>	Mark as played - Downloads page	3
<b>ALL</b>	<b>TOTAL</b>	<b>57</b>
<b>I2</b>	<b>TOTAL</b>	<b>32</b>

*Figure 3 - Table of Story Points Iteration 2- Planning Poker*

Iteration 2 was from the 28th of January to the 10th of February. We had 14 days to do all 57 points. We managed to finish 33 points entirely (3 stories).



*Figure 4 - Burndown Chart for Iteration 2*

PLANNING POKER AND BURNDOWN CHART

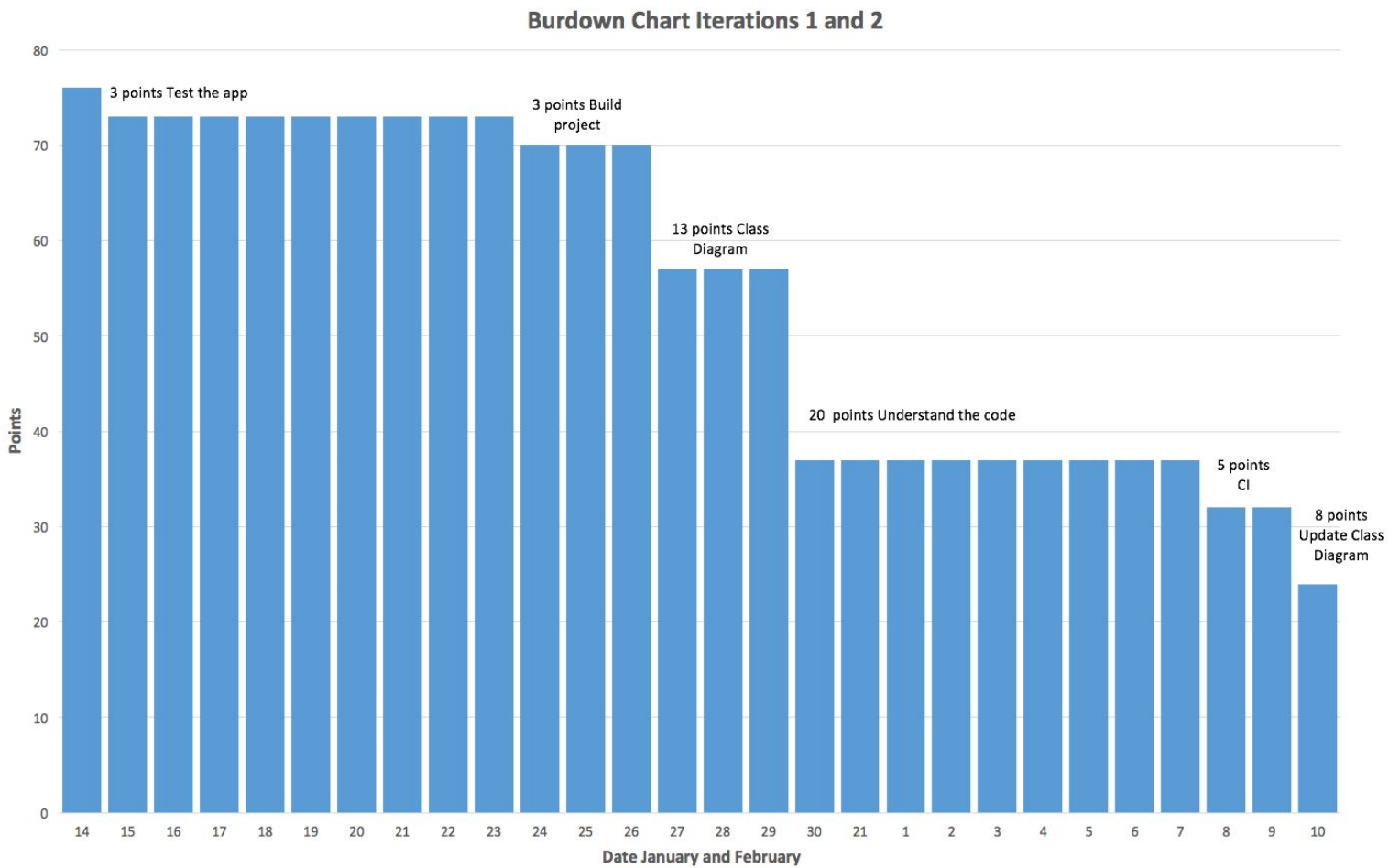


Figure 5 - Burndown Chart for Iterations 1 and 2

## PLANNING POKER AND BURNDOWN CHART

### PLANNING FOR THE NEXT TWO ITERATIONS:

<b><u>ITERATION 3</u></b>		<b>Planning Poker - Points</b>
	<b>Story</b>	<b>Result</b>
<b>I2</b>	Trending tab in side menu	5
<b>I2</b>	Mark as played - Downloads page	3
<b>I2</b>	Episode page - Organize	5
<b>I2</b>	Mark as unplayed - Downloads page	3
<b>I2</b>	Add to favorites - Downloads page	5
<b>I2</b>	Add to queue - Downloads page	3
<b>I3</b>	Search page	13
<b>I3</b>	Search by categories	13
<b>I3</b>	Preferences Profile	8
<b>I3</b>	Discovery tab	8
<b>I3</b>	Update the UML class diagram	8
<b>I3</b>	Preferences Profile	8
<b>ALL</b>	<b>TOTAL</b>	<b>74</b>
<b>I3</b>	<b>TOTAL</b>	<b>50</b>

*Figure 6 - Table of Story Points Iteration 3 - Planning Poker*

### **ITERATION 4**

### **Planning Poker - Points**

## PLANNING POKER AND BURNDOWN CHART

	Story	Result
I4	Update the UML class diagram	8
I4	Folders tab	8
I4	Create folders	13
I4	Add podcasts to folders	8
I4	Fix or delete non-working features	5
I4	Organize the settings page	8
I4	<b>TOTAL</b>	<b>50</b>

*Figure 7 - Table of Story Points Iteration 4 - Planning Poker*