CS 499 - Spring 2020

2/18/2020

## Team Members:

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Metrics

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## Estimated Story Points

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| **Story** | **Story Points (1,2,3,5,8,13,20,40 or 100)** |
| Improve website aesthetics. | 13 |
| Confirm/fix the current condition of the “past orders” functionality. | 8 |
| Add a page for user account information. | 5 |
| Enforce character limits on form fields where appropriate. | 2 |
| Ensure that all form fields have unique IDs for easy development in the future. | 2 |
| Add email support to notify users of completed orders. | 8 |
| Add wishlist functionality that users can save and use to add items to their cart. | 13 |
| Allow for automatically recurring orders. | 8 |
| Add promotional codes and store-wide discounts. | 8 |
| Display a dynamic image on the store’s front page. | 1 |
| Allow for adding to cart on the search page. | 3 |
| Allow changing between thumbnail and a compacted list view on the search page. | 3 |
| Allow for the setting of a free shipping price point. | 3 |
| Allow assigned bugs to be set as intermittent, so an admin can set how often the bug can occur. | 3 |
| Add multiple levels of users. | 20 |
| Add new bugs. | 20 |

## Product Size

The group was given a list of 29 possible additions to the existing project by our customer, however, most of these were simply ideas in order to facilitate our creativity. The biggest requirements given by the customer were in polishing the website’s aesthetics, creating new website functionality, and in writing new bugs which could be assigned to these new functionalities. Example ideas of bugs were given to the team by our customer, although it was understood that the team was not expected to implement everything the customer thought of during the meeting, but rather that we could use these ideas as jumping-off points for bug development.

As such, it is our estimation that we will focus on the website aesthetics and in creating wishlist functionality for the website as our highest priorities, while implementing as many bugs relating to these features as we can. That makes it difficult to estimate how much we will add by the time the project is complete. It is possible that some bugs will be small and easy to implement, while others may take more dedicated effort.

## Product Effort

Due to the open-ended nature of expanding on an existing project, it is difficult to estimate the effort required to “complete” the project, as there will be no clear “finish line.” We have simply been asked to add functionality to an existing project, with the supposition that the project will then be given to additional groups to continue its expansion.

The team does plan to do group coding sessions at least once per week, to make sure that we are making continuous progress. The highest priorities we plan to focus on are in making the website look more professional and polished, as well as implementing wishlist functionality. Aside from these two aspects of the project, the rest of our focus will be on writing as many new bugs that can be implemented for users as possible. This is the main focus of the website, and so most of our effort must be spent in creating new bugs.

## Defects

At this time, the only defect we have run across is in the previous group’s documentation in regards to an email server they had created to authenticate email addresses for users when creating an account for the website. Without this critical documentation, our team is finding ourselves attempting to decipher their code and get this email server running so that this email functionality is preserved.

## Authors and Word Counts:

**Alex Tanner (409 words)-** product size, product effort, defects

**Patrick Yoder (174 words)-** estimated story points