

Sprint Backlog

| Sprint 1   | Time |
|--|------|
| Chessgame  |      |
| Implement the pieces   | 5    |
| Design the model   | 5    |
| Learn all rules  | 1    |
| Start implementing the model                                     | 4    |
| Play with others   |      |
| Learn more about how to set up server                            | 4    |
| Start setting up the server                                      | 5    |
| Create an application which connect to a phone                   | 1    |
| Overview of games  |      |
| Design the UI  | 4    |
| Create an adapter able to show from a list                       | 2    |
| Graphics   | 2    |
| Total:   | 33   |
| Sprint 2   |      |
| Chessgame  |      |
| Rules  |      |
| Finish the model design  | 4    |
| Learn all rules  | 1    |
| Continue implementing the model                                  | 6    |
| Pieces   |      |
| Implement the pieces   | 2    |
| GUI  |      |
| Chessboard + Pieces  | 10   |
| Win/Lose/Draw  |      |
| Determine if a move results in an illegal board                  | 6    |
| Determine if a player can't move att all (Draw)                  | 6    |
| Determine if a player is checked                                 | 2    |
| Determine if a player has won                                    | 6    |
| Play with others   |      |
| Get Tomcat? to work properly                                     | 5    |
| Finnish the testservlet  | 5    |
| Get the testservlet to run on the server                         | 5    |
| Finnish the testapp  | 1    |
| Get the testapp to connect to the server                         | 5    |
| Overview of games  |      |
| Link listitems with overview                                     | 5    |
| Handle received data   | 4    |
| Graphic  |      |
| Listitem Pieces  | 5    |
| Chess pieces   | 5    |
| Total:   | 83   |
| Sprint 3   |      |
| Chessgame  |      |
| Read about and set up .JUnit test for Android                    | 5    |
| Comment and test code  | 15   |
| Add States (check, draw etc)                                     | 2    |
| Enable sending/recieving from dbhandler                          | 8    |
| Playing with others  |      |
| Creating the servlet on the server with a working mysql database | 20   |
| GUI  |      |
| Player data  | 10   |
| Overview of games  |      |
| Link listitems with overview                                     | 5    |
| Method to handle recieved data                                   | 10   |
| Documentation  |      |
| Write user manual  | 3    |
| Write developer manual   | 3    |
| Rewrite architecture specification                               | 1    |
| Total:   | 82   |
| Sprint 4   |      |
| Chessgame  |      |
| Enable sending/recieving from dbhandler                          | 8    |
| Test model   | 16   |
| Playing with others  |      |
| Additional Classes For Holding Information                       | 10   |
| Connect the database and the phone                               | 20   |
| Overview of games  |      |
| Method to handle recieved data                                   | 6    |
| Log in   |      |
| Structure for login screen                                       | 5    |
| Send/Recieve Data  | 5    |
| Settings   |      |
| Structure for settings   | 2    |
| Profile/statistics   |      |

|                                  |    |
|----------------------------------|----|
| Structure for Profile/statistics | 3  |
| Total:                           | 75 |
| Sprint 5                         |    |
| Chessgame                        |    |
| Send/Recieve Data                | 10 |
| Playing with others              |    |
| Connect to the phone             | 20 |
| Overview of games                |    |
| Method to handle recieved data   | 10 |
| Recieve Data                     | 10 |
| Log in                           |    |
| Send/Recieve Data                | 5  |
| Settings                         |    |
| Implement settings               | 4  |
| Profile/statistics               |    |
| Fix up bad code                  |    |
| Rewrite code                     | 20 |
| Total:                           | 79 |