Milestone 2 Planning Phase
Team #29

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Risk Analysis

Risk	Description	Severity	Resolution	Status
Not meeting enough	*Our schedules hardly ever mesh for more than an hour a few times a week.*	*Medium*	*We plan to meet during the weekends if necessary and on campus to maximise the time we can spend together.*	*Resolved*
Falling behind schedule	*Not being able to finish assignments on time due to the fact that for the last milestone we had troubles finishing less than what was expected.*	*High*	*Make more thorough and frequent tasks that can keep us more on track.*	*Resolved*

Music access	*None of us have experience with streaming music from any kind of source. We also don't know much about using API's which will be a huge part of accessing music.*	*Medium*	*We are going to get help from the tutors and estimate time needed for tasks involving this higher.*	*Unresolved*
Lack of Android experience	*Any members of our team who had any previous practice developing and/or coding android apps had shallow experiences. Even with the aid of the labs we are looking at a nice learning curve.*	*Medium*	*We all expected to learn this material by taking this class, so this learning curve was sort of expected prior to this project, and we all take it serious.*	*Resolved*
Team members burning out	*Based on the execution of the previous milestone, the experience of our team members, and the intensity of the development demands of this assignment, our team members are working late nights, weekends, early mornings, etc. and it still is not enough. Spending this much time on the assignment (as well as other commitments for team members), our team members being overworked is a severe concern.*	*High*	*none.*	*Unresolved*
Unexpected Changes from Customer	*Last milestone there were several unexpected developments in terms of*	*High*	*Consistent group meetings keeps each member up-to-date*	*Unresolved*

	misunderstandings with the customer in terms of understanding. It costed us a lot of hours and may come up again.		*with the status of our project. Frequent communication with the customer through platforms like Piazza and being vocal about concerns will be invaluable when it comes to satisfying needs.*	

Initial Estimated Velocity

0.25 - Due to our experience with the last milestone, we felt the need to drop our velocity further than our original 0.5. We don't want to make any assumption on what we can get done because we suffered last time.

Planning Poker

User Story	Hand	Uncovered Assumptions
US-1 Task 1	3,4,6,7,8,9	We are all really uncomfortable with what has to be done to do this, and any implementation that we maybe aren't considering. Guesses are all over the place.
	6,6,7,7,7,8	**decided on 7** Want a higher estimate to account for what we might be missing.
US-1 Task 2	1,2,2,2,2,3	**decided on 2** Because at this point we should already have access to the user's google account.

US-1 Task 3	3,7,8,8,10,10	Confused about specifics involved with this task.
	6,7,8,8,8,10	**decided on 8** This task has some tricky aspects to it like download, so we wanted to go high with our estimate based on experience
US 1 FINAL		**DECIDED ON 17 + 2 for Testing**
US-2 Task 1	4,3,3,3,2,2	**decided on 3** Because we still need to work on unit testing, and we're only working on Song class
US-2 Task 2	2,2,2,2,2,1	**decided on 2** may move implementation of Album around or remove it completely
US-2 Task 3	10+,10+,10+,10,10,10	**decided on 10** we don't know what is involved with implementing this yet, so we are overestimating because that last milestone required a lot of hours for something similar
US-2 Task 4	10,10,10,5,8,4	we still have issues implementing album play and are not confident in solving our issue
	7,7,6,6,5,5	**agreed on 6**
US 2 FINAL		**DECIDED ON 21 + 2 for Testing**
US-3 Task 1	5,5,4,3,3,1	Stephanie is very confident that she understands how to implement, and believes the algorithm will not take much time
	4,4,4,4,3,3	**agreed on 4**
US-3 Task 2	6,6,6,6,6,6	**agreed on 6**
US-3 Task 3	4,4,4,4,4,6	**agreed on 4**

US 3 FINAL		**DECIDED ON 14 + 2 for Testing**
US-4 Task 1	3,3,3,4,5,5	still not 100% sure about saving data, misunderstanding what the task is
	4,3,3,3,3,3	**agreed on 2**
US-4 Task 2	4,4,3,3,2,2	**agreed on 2**
US-4 Task 3	3,3,3,3,3,3	**agreed on 2**
US 4 FINAL		**DECIDED ON 6 + 2 for Testing**
US-5 Task 1	2,2,2,2,2,1	**agreed on 2**
US-5 Task 2	2,1,1,1,1,1	**decided on 1**
US 5 FINAL		**DECIDED ON 3 + 2 for Testing**
US-6 Task 1	4,4,3,3,3,2	remembering issues with UI that we've had in the past, we may need more time than before
		agreed on 3
US-6 Task 2	4,4,2,3,3,4	**decided on 4** to take into account possible issues when implementing functionality
US 6 FINAL		**DECIDED ON 7 + 2 for Testing**
US-7 Task 1	4,5,6,7,8,8	We are worried about not knowing how much needs to go into this process. What is involved in state.
	7,7,7,6,6,5	**agreed on 7**
US-7 Task 2	4,4,4,3,3,5	**agreed on 4**
US 7 FINAL		**DECIDED ON 11 + 2 for Testing**

URL of ZenHub Project:
Link to ZenHub Board:

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/boards?repos=119205445

Link to Burndown Chart:

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/reports?report=burndown&milestoneId=3142165&showPRs=false

Link to each User Story:

(Insert links to user stories, make sure they are also linked to their respective tasks)

User Story #1

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/issues/20

User Story #2

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/issues/22

User Story #3

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/issues/23

User Story #4

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/issues/24

User Story #5

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/issues/25

User Story #6

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/issues/26

User Story #7

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/issues/27

Link to Scenario-Based System Tests:

(Insert links to Scenario-Based System Tests, make sure they are also linked to their respective user stories and iterations)

User Story #1 Testing Task

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/issues/52

User Story #2 Testing Task

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/issues/41

User Story #3 Testing Task

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/issues/53

User Story #4 Testing Task

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/issues/33

User Story #5 Testing Task

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/issues/49
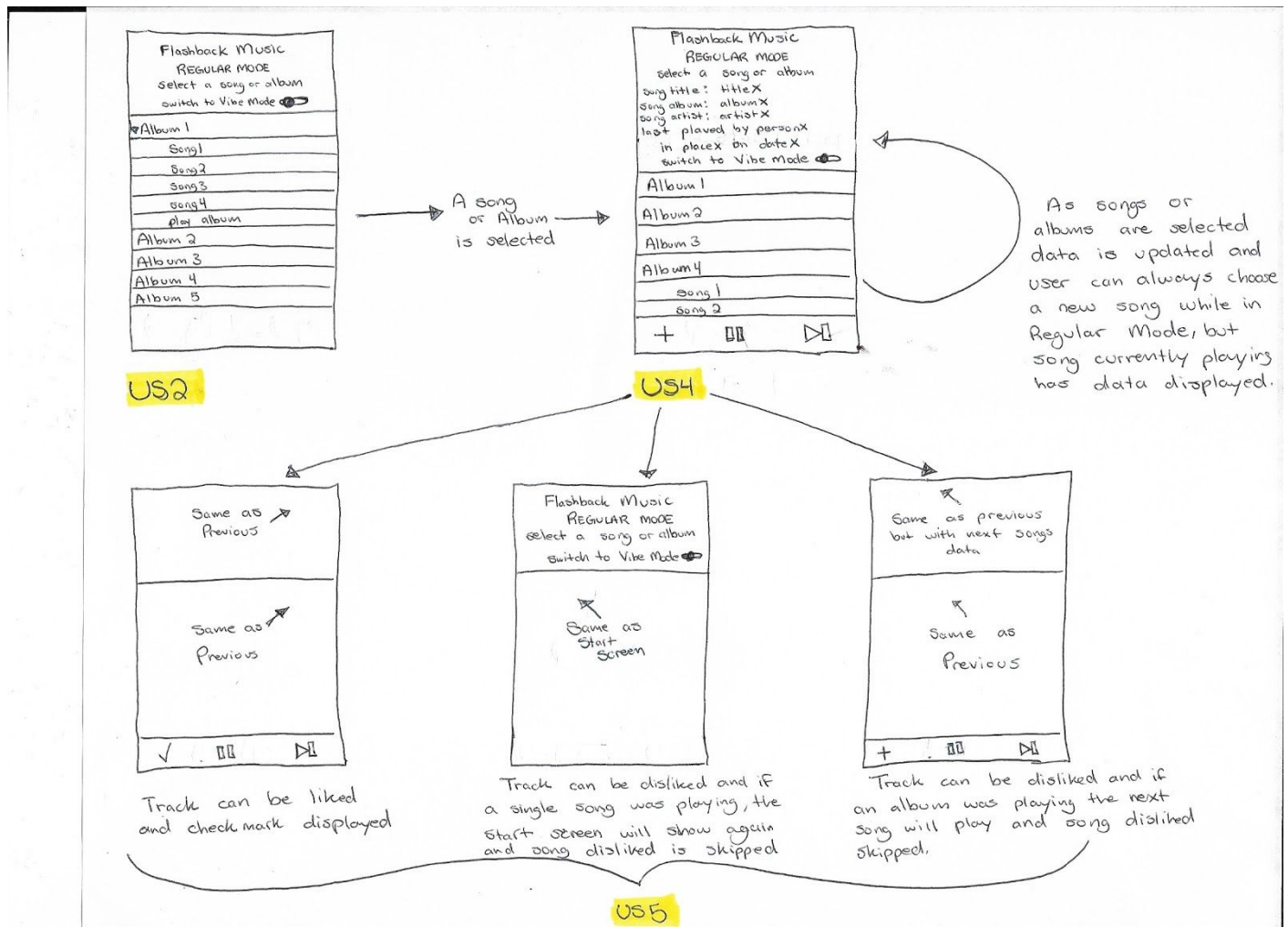
User Story #6 Testing Task

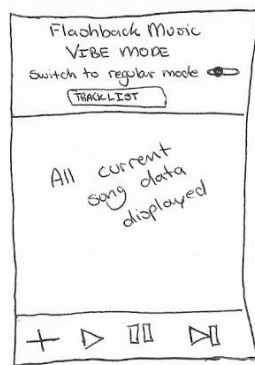https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/issues/34

User Story #7 Testing Task

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-29/issues/40

User Interface Progressions/Screens (Wireframes)
(Need to be ordered and labelled by User Story. Also, make sure to store them in User Stories in ZenHub)

Flashback Music
VIBE MODE
Switch to regular mode ⊂●⊃
[TRACKLIST]

All current
song data
displayed

+ ▷ ❚❚ ▷❚

US 3

App switched
into Vibe Mode

TrackList selected

Back selected

TRACKLIST [BACK]

Song 1	Artist: artistX Album: albumX	
Song 2	"	"
Song 3	"	"
Song 4	"	"
Song 5	"	"
Song 6	"	"
Song 7	"	"
Song 8	"	"
Song 9	"	"
Song 10	"	"

(Scrollable)
Displays up to
the next 25 songs
lined up to play.

US6

Switch
to Regular Mode

Flashback Music
REGULAR MODE
Select a song or album
Switch to vibe mode ⊂●⊃

Album 1
  Song 1
  Song 2
  Song 3
  Song 4
  Play Album
Album 2
Album 3

+ ❚❚ ▷❚