# Team #4

| Team Member Name | PID | UCSD Email ID |
|---|---|---|
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# Milestone 1 - Planning Phase

## Risk Analysis

- Android Experience
  - Description: Few (if any) of us have experience developing for Android.
  - Severity: Medium
  - Resolution: The labs will give us a good background in the essentials, and the documentation provided by Google is good enough for us to self-teach. We will have to learn as we go.
  - Status: In Progress
- Meeting Hours
  - Description: Our schedules leave very little room for us all to meet at once.
  - Severity: Medium
  - Resolution: We must make the most of our in-class standup meetings as well as strictly adhering to our agreed-upon meeting hours during the week. Smaller sub-groups can meet independently throughout the week to work on their tasks.
  - Status: Resolved
- Time Management
  - Description: Due to the above risks there is a very real chance that we will not be able to deliver a working Milestone 1 on time.
  - Severity: High
  - Resolution: Open communication when falling behind. If a group member is struggling with their assigned task, have another member step in to help them out. If all members are falling behind, re-prioritize milestone 1 goals.
  - Status: Resolved
- Communication with Customer

- - Description: The customer is hard to reach and does not necessarily work the same hours as we do. If something is going wrong, it may be impossible to get their feedback. There is also a lack of face-to-face meetings.
  - Severity: Low
  - Resolution: Ask questions after class when course staff are physically present. Keep Piazza for low-priority items, and schedule meetings with course staff for extreme priority items.
  - Status: Resolved

## Velocity: 0.30

Justification:
- Assuming 4 classes per student, with none being more demanding than 110
- No experience coding Android, will need time to learn/will run into problems often
- Team will need time to get to know each other
- Pair programming required, schedules may conflict
- No "real" pressure other than grade, possible motivation issues

## Planning Poker

| Story # | Story Name | Hand (in hours) | False Assumptions Uncovered |
|---------|-----------|-----------------|------------------------------|
| 1 | Play Music | 8, 5, 2, 5, 5, 5 | Won't include UI (but need to have basic control buttons), just music player functionality |
| 1 | Play Music | 12, 8, 8, 8, 8, 8 | none |
| 2 | Sort by Name/Album | 8, 5, 5, 3, 3, 3 | Will be quicker than music player as it is more of an add-on than a full-fledged feature; will be faster to create a UI for once we settle on design for player |
| 2 | Sort by Name/Album | 3, 3, 5, 5, 3, 3 | none |
| 3 | Track Information | 8, 12, 3, 5, 8, 2 | Location and Time data will be trivial to implement; Location data will be used in Flashback mode, so by the time we start |

| | | | developing this story it will be easy; UI for playtime tracker will be difficult to implement; Time-tracking UI and skip functionality were included in story #1 |
|---|---|---|---|
| 3 | Track Information | 8, 5, 8, 8, 5, 8 | none |
| 1 | Play Music | 5, 5, 5, 5, 5, 8 | none |
| 4 | Favorite/Dislike Songs | 3, 3, 1, 3, 3, 2 | none |
| 5 | Flashback Mode | 8, 12, 12, 5, 12, 5 | Songs will randomly play based on location (no ranking system); User story unclear about whether or not flashback mode needs to be fully implemented |
| 5 | Flashback Mode | 24, 12, 12, 12, 12, 12 | none |



## URL of ZenHub Project:

https://app.zenhub.com/workspace/0/cse-110-winter-2018/cse-110-team-project-team-4/boards?repos=119342267

# User Interface Progressions/Screens (Wireframes)

The wireframes for our user stories are located in their descriptions on ZenHub.