

Sprint 1 - Boxjelly

Requirement Artefacts

[Common Requirements](#)

Sprint 1 plan

Due to practical issues, there are a few changes on the user story assignment on sprint1 and sprint2.

User story:

User story	status
As a student, I want to see the animation and pseudo code to be synchronized while the algorithm is running step by step.	completed
As a student, I need the animation and pseudo code to be synchronized while collapsing and expanding.	completed
As a student, I need the animation to be crystal clear to explain the algorithm to me.	completed
As a student, I want the string to be shown as arrays in squares.	completed
As a student, I want there to be i and j pointers telling me where the algorithm is going. (moved to sprint2)	postpone to sprint2 due to dependency
As a student, I want a message at the end of the algorithm to tell me whether the string is successfully found or not.	completed
As a student, I want there to be colors in animation helping me understand the algorithm.	In progress
As a student, I want the buttons to be buttons to be correctly put in a user-friendly pattern.	completed
As a student with color-blindness, I want the colors to be visible for me or I can choose my own color.	completed
As a student, I want the messages pop out in the correct timing. e.g. once the data are loaded, there is a rather silly "Success!" message that comes up – before anything has happened.	completed
As a student, I want the pseudo code to be fully shown on the screen.	completed
As a student, I want the use of explain box to be easy and clear.	completed

Features done in this sprint:

1. Animation and pseudo code are synchronized while the algorithm is running step by step.
2. Animation and pseudo code are synchronized while collapsing and expanding.
3. String is shown as arrays in squares.
4. A message is shown at the end of the algorithm telling users whether the string is successfully found or not.
5. Buttons are placed in a user-friendly position.
6. Layout and interaction is changed so that users can now easily let the pseudo code fully shown on screen.
 - a. Left menu icon changed
 - b. Left menu no longer support dragging
 - c. Left menu will collapse by a single click
 - d. When mouse hover on left menu, a more easy-to-understand user interface is implemented.
 - e. Default column for right window is now "code"
7. No "Great success!" message for loading values for algorithms.
8. Default value is now pre-loaded. Users won't see the "not loaded" message and won't need to click on "find" before starting the animation.
 - a. Default value for each algorithm is now pre-loaded while opening the algorithm.
 - b. "instructions" will be changed to a pop out window with a helper icon in Sprint2. Now it's a extra tab in right panel.
9. "Explanation" is more easy to understand.
 - a. icon changed
 - b. Click on code line and "explanation" will pop out.

Design done in this sprint:

Design done in this sprint is mostly visual related design as we are working on user interfaces. Also, we need to make sure the design of algorithm animation satisfy our client so that we can use the design in sprint2.

[Detailed design and requirements: User Interface](#)

Sprint review

Sprint review with clients

Sprint Retrospective