Team #13

Team Member	PID	UCSD Email
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Milestone 1 Planning Phase

Risk Analysis:

Risk: Not enough experience on Android
Description: only one of us has prior experience in Android dev
Severity: Medium
Resolution: We are learning Android development as we progress in the class, and we also have online sources to search for tutorials
Status: Resolved

Risk: No experience working with music files on Android
Description: None of us have ever done a project where we have to play music files from a users phone.
Severity: High
Resolution: In Lab 4, we learned the basics for music files on Android (how to play, pause, reset, loop, etc.) and we also have online sources to search for tutorials
Status: Resolved

Risk: At least half of us don't own an Android device
Description: Not owning our own Androids make testing slower and prevents us from learning common Android app conventions (UI design, app integration, etc).
Severity: Low

Resolution: Use Android Studio's integrated Android emulators for testing and consult Bill/friends/Internet for Android conventions.
Status: Resolved

Risk: Not enough time to meet
Description: We have only 2 hours a week in common where we can all meet because some of us live off-campus and are not able to meet on the weekends
Severity: High
Resolution: We have blocked off the those hours in our schedules. We will do our stand-ups daily before class.
Status: resolved

Risk: Other courses have big time investment assignments
Description: Andrew has HUM 4 essays due on 2/5/18 and 3/5/18
Kazutaka has LTEA 132 essay due on 2/6/18
Elijah has a MATH 142B midterm on 2/23/18
Kin has ECE 101 midterm on 2/8/18
Luzanne has ECE 175A midterm on 2/8/18
Roland has ECE 175A midterm on 2/8/18
Severity: Medium
Resolution: We will designate certain hours of the day for working on this project, and other hours for focusing on our other assignments
Status: Resolved

Risk: No prior Software Engineering experience
Description: Only 1 of us have prior experience working on a project of this scale with a team of this size before
Severity: High
Resolution: If we follow the guidelines for Agile that we learned in class, we'll be able to make this large project into multiple small projects, which we are all comfortable with
Status: Resolved

Risk: No prior experience with Google Maps and Location Services
Description: Only ? of us have prior experience working with tracking location of a users cell phone
Severity: High
Resolution: We will have to do research online to learn the API of Google Maps to track the location of the user. Could potentially have a lab that covers this topic.
Status: Resolved

Risk: Side Project
Description: Kazutaka has a side project in a student startup that could take up some of his time and focus

Severity: Medium
Resolution: He will prioritize this project as it affects his grade.
Status: Resolved

Risk: MVC not able to meet with team to set User Story priorities
Description: Not be able to communicate with the customer about priorities may increase inaccuracies and miscommunication/tensions as far as what the app should entail.
Severity: Low
Resolution: Communication through piazza with the customer as well as preparing for changes in the next iterations/milestones will be considered
Status: Resolved

Starting Velocity: 0.4
Justification: Because we all have other courses and extracurricular activities to attend to, we cannot focus all of our time on this project. Along with that, there is going to be a bit of a learning curve for the majority of us. However, we believe we can designate almost half of our time to the project. We also will probably be learning more about the project from our labs that we perform for this class, so that will help us to learn more about Android, MusicPlayer, and the Google Maps API.

Planning Poker:

Story #	Story Name	Hand	False Assumptions Uncovered
1	User Chooses Music to Play	4 5 6 8 6 20	Importing the music is not part of this user Story. Here we are just focusing on choosing songs and albums to play
1	User Chooses Music to Play	8 6 6 10 10 15	It takes time to merge all the tasks together. We are doing pair programming so it will be somewhat faster.
1	User Chooses Music to Play	8 7 7 8 8 8	None
2	User toggles Flashback Mode	1 1 2 3 4 5	This user story only deals with switching between flashback mode and default mode, not the functionality of Flashback Mode

2	User toggles Flashback Mode	1 1 2 2 2 3	None
3	How Flashback Mode works	12 15 15 15 20 20	None
4	Populating Music Library	5 6 5 6 10 ?	Music files are grabbed from the user's personal library, not a database of music
4	Populating Music Library	6 6 6 6 7 5	None
5	Pause & Play a song	1 1 1 3 4 5	We don't need a sleek design for our first milestone, we just need the MVP
5	Pause & Play a song	1 1 1 1 1 1	None
6	Display info about the song	1 1 2 2 2 3	None
7	Like/dislike/neutral songs	4 1 3 5 6 3	Having a button that switches icons will take a little bit longer, but not much
7	Like/dislike/neutral songs	3 4 3 3 3 3	None
8	Run in the background	4 6 4 1 4 6	Playing in the background is already built in
8	Run in the background	1 1 1 1 1 1	None
9	Display information about the last time the song was played	2 2 2 2 3 2	None
10	Skip or Restart a song	1 3 3 3 3 5	Store playlist of songs to be played in an array or linked-list as opposed to a queue, so we can go back to previous songs
10	Skip or Restart a song	3 3 3 3 3 3	None

URL of Zenhub Project:

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-13/boards?repos=119331367

User Interface Progressions/Screens (Wireframes):