

Multimedia Services : Sprint Plan 2

Group BeNine
TI2316 Context Project

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Contents

1	Introduction	3
2	Sprint plan	4
2.1	User Stories	4

1 Introduction

This document contains the sprint plan and backlog for week 2. A week begins with sprint planning, in which this document is created. This meeting will be on each Friday, after the sprint retrospective, which will also be on Friday. Week 2 is considered to be starting at April 29, and ending on May 6.

2 Sprint plan

This section starts with an overview of user stories, then these user stories are divided in tasks: the sprint plan.

2.1 User Stories

User Story 1

As a user

I want to have the final documentation of the product planning and the product vision, so I can better understand what the development team is doing.

User Story 2

As a user

I want to have a working logger that makes it easier to trace bugs. The logger must make difference between the different modules in the system.

User Story 3

As a user

I want to have a working user interface to perform the basic functions of camera control, so I can use the system to control my cameras.

User Story 4

As a user

I want to be able to load presets stored in a database, so I can use presets to manage multiple cameras and I can load the presets after a system crash.

User Story 5

As a user

I want to have a clearly organized system, so that I can extend it more easily.

User Story 6

As a user

I want to be able to use multiple cameras, so that I can record from multiple devices simultaneously.

User Story	Task	Responsible	Assigned	Estimated effort*	Priority A-E
User Story 1	Write subsection about target customer	Naomi	Naomi	1	A
	Clearly describe features and selling point	Naomi	Naomi	1	A
	Write subsection about new intelligent preset plan	Jochem	Jochem	3	A
	Update road map and backlog according to new plan	Bryan	Bryan	2	A
	Update user stories according to book	Bryan	Bryan	2	A
	Update Architecture according to new plan	Jochem	Jochem	2	A
User Story 2	Remove HTTP logging to console from camera module	Bryan	Bryan	1	E
	Logger update to enable console logging for debugging	Dorian	Dorian	2	D
User Story 3	Redesign front-end user interface	Jochem	Jochem	2	B
	Implement camera control button jQuery into front-end user interface	Naomi	Naomi	4	B
	Implement camera control button style into front-end user interface	Naomi	Naomi	3	D
	Implement getting camera presets into front-end user interface	Jochem	Jochem	4	B
	Implement live view of camera into front-end user interface	Bryan	Bryan	2	D
	Implement NodeJS config file to store backend ip	Jochem	Jochem	2	B
	Create HTTP endpoints for client connection	Dorian	Dorian	4	B
	Create JSON creator class specifying what to send to the client	Dorian	Dorian	4	B
User Story 4	Database auto start and creation on program start-up	Ege	Ege	3	B
	Enabling database connection	Ege	Ege	3	B
	Mocking database for testing purposes	Ege	Ege	4	C
	Extend Preset class to store presets	Naomi	Naomi, Ege	3	B
	Save and retrieve presets into database	Ege	Ege	3	B
	Retrieve presets via HTTP endpoint	Dorian	Dorian	4	B
User Story 5	Restructure and remove external jars	Dorian	Dorian	2	A
	Fix config reader regular expressions	Naomi	Naomi, Dorian	1	E
User Story 6	Camera module test improvements	Bryan	Bryan	2	C
	Camera handler class creation	Bryan	Bryan	4	B

* The estimated effort is measured in hours.