

Multimedia Services : Sprint Plan 6

Group BeNine
TI2316 Context Project

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1 Introduction

This document contains the sprint plan and backlog for week 6. 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 6 is considered to be starting at May 27, and ending on June 3.

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 be able to automatically generate a list of presets based on a scan of the scene, so I have a set of basic presets to edit.

User Story 2

As a user,

I want to be able to select multiple stream resolution sizes, so I can select a lower resolution on slower connections.

User Story 3

As a user,

I want the system to stay responsive if one of the cameras does not respond, so I can continue working if an error occurs.

User Story 4

As a user,

I don't want data inconsistency when I use the program with multiple clients at a time, so I can use the system without losing data.

User Story 5

As a developer,

I want the Javascript to be clean and object oriented, so it becomes more easy to manipulate the view.

User Story 6

As a user,

I want to have a convenient interface in which I can view all my tags and modify them, so I can keep track of my tags.

User Story 7

As a user,

I want to be able to edit presets in the edit preset modal, so I do not have to create a new preset if a change occurs.

User Story 8

As a developer,

I want to have an updated architecture, so I can explain the system to others more easily.

| User Story | Task | Responsible | Assigned | E* | P** |
|--------------|---|-------------|----------|----|-----|
| User story 1 | Implement Algorithm create presets based on pre calculated locations. | Dorian | Dorian | 5 | A |
| | Add http endpoint for starting the auto preset creation | Naomi | Naomi | 3 | A |
| | Add magic wand button in front-end user interface to start automatic preset generation process. | Ege | Ege | 1 | A |
| | Disable camera controls while auto-preset is running in the UI. | Bryan | Bryan | 1 | B |
| | Disable camera controls while auto-preset is running in the back-end. | Dorian | Dorian | 2 | B |
| User story 2 | Implement resizing MJPEG stream | Jochem | Jochem | 5 | C |
| | Implement endpoint parameter to select stream resolution | Jochem | Jochem | 1 | C |
| User story 3 | Implement stream reconnect on failure | Jochem | Jochem | 4 | B |
| User story 4 | Make sure the servercontroller is accessed synchronously from the http server | Dorian | Dorian | 4 | C |
| | Fix blocking if a camera cannot be reached | Bryan | Bryan | 5 | A |
| User story 5 | Create separate Javascript objects for cameras and presets | Bryan | Bryan | 4 | C |
| User story 6 | Add separate modal for preset tag management | Ege | Ege | 3 | D |
| | Add list to browse, edit and delete tags | Ege | Ege | 4 | D |
| User story 7 | Add preset editing in back-end server | Naomi | Naomi | 4 | A |
| | Add working preset editing in front-end view | Naomi | Naomi | 3 | A |
| User story 8 | Update Architecture design document | Dorian | Dorian | 2 | A |

* The estimated effort is measured in hours.

** Priority is rated on an A-E scale.