Sprint 1 Plan for the “Amazing Music” Project

Team: Amazing Music

Project Owner: ChongWei Zhao

Initial Scrum Master: DongYeun Lee

Members: Inyoung Cho, Bali Southam, William Whelan

**High Level Goals for the Sprint:**

The high-level goals for this sprint are to achieve a music playing function, finish the UI for the program and to set up the base for the server which we are going to use in Sprint 2.

**User Stories for the Project:**

User Story 1: As a user, I can see the complete program interface (UI) after the program runs

Tasks:

a) Decision making:  
1. Determine the number of forms  
2. Determine the controls in each form  
3. Draw a sketch of each form  
4. Determine the program tone  
5. Determine menu content  
b) Program Implementation (MFC)  
1. Draw the graph for the UI  
2. Make the UI in MFC

User Story 2: As a user, I can import and store audio files

Tasks:

1. Learn how to read and write audio files in C or C++

2. Read files by I/O

3. Write files to disk via I/O

User Story 3: As a user, I want the program to determine whether a file is legal or not

Tasks:

1. Learn the file header style of the mainstream audio format  
2. Read the file header of the file  
3. Compare the header of the input file with the standard library to determine if the file is a legal audio file (this standard library is the control library for the file format and its correct file header)  
4. Find the actual audio format and verify the integrity of the file as directed by the file header

User Story 4: As a user, I can play audio through the software

Tasks:

1. Decode the audio file as indicated in the file header of the file

2. Make sure the player can play from any legal location in the audio file

3. Make sure the player can stop playing at any legal location of the audio file weight

User Story 5: As a developer, I need to complete the construction of a common server and data server

Tasks:

a) Group decision:  
1. Determining the service framework for server implementation  
2. Determine the framework services used by the server  
3. Determine the best instruction set solution for 1 and 2  
4. Determine the treatment plan for 3  
b) Engineering implementation  
1. Create a framework for server work utilization  
2. Create the best object set for 2  
3. Create a decoder based on 2

User Story 6: As a developer, I need to create a valid client program that can communicate properly with the server

Tasks:

1. Refer to the implementation framework of the general server to create a client program that matches the interface

2. Repeat the task of a with reference to the implementation framework of the file server

3. Joint debugging of general purpose servers, file servers, generic clients, and file clients

4. Encapsulate the server and client to ensure that they only expose the necessary interfaces to the public network

User Story 7: As a developer, I need to create a server that can handle instructions from a client and correctly distribute necessary instructions

Tasks:

1. Instruct the server to process the result of the instruction to the client through the specified network channel.

User Story 8: As a developer, design the server to read and write local files correctly, and perform basic file operations on local files

Tasks:

1. Implement related content through the java.io package

**Team Roles:**

William Whelan - UI Design

DongYeun Lee- Server Construction

Inyoung Cho- Server Construction

ChongWei Zhao- File I/O

Bali Southam- UI Design

**Initial Task Assignment:**

William Whelan - User Story 1, determine the number of forms

DongYeun Lee- User Story 5, Determine the framework services used by the server

Inyoung Cho- User Story 5, Determine the service framework for server implementation

ChongWei Zhao- User Story 2, Learn how to read or write audio files in C/C++

Bali Southam- User Story 1, sketch a copy of UI