Planimation

Sprint 1

Team Bluering

Zenan Ji - 1122396
Shujin Zhang - 901054
Yinghao Wang - 1104891
Priyanka Shivampetha - 1001913

Time Duration of Project:

Inception Phase: The time duration for the inception phase is from July 26, 2021-22 August 2021.

1) During this phase, the team members are allotted to the project.

2) The first client was taken place.

3) it is the initial phase of the project.

4) so analyzing client requirements knowing the project in detail was done by the team.

SPRINT 1: The time Duration for the sprint 1 phase was from 22 August 2021- 19 September 2021.

1) During this phase the team will meet the client for a second time.

2) based on the requirements from the client the team would start analyzing user stories.

3) The development team starts working on the client requirements.

4) at the end of the sprint the team will hand over the sprint 1 product to the client.

SPRINT 2: The time Duration for the sprint 1 phase was from 19 September 2021- 24 October 2021.

1) During this phase the team will meet the client for the third time

2) After the end of sprint 1 if any development features in a product is being left the team will try to accomplish them in sprint 2.

3) Based on requirements from the client the development team will start working on features.

4) After finishing the development of the final product, The product is handed over to the client.

	DATES
INCEPTION	**July 26, 2021- 22 August 2021**
SPRINT 1	**22 August 2021-19 September 2021**
SPRINT 2	**19 September 2021-24 October 2021**
PRODUCT HANDING TO CLIENT	**24 October 2021**

Table: showing project plan according to dates.

Project Plan:

IMPLEMENTATION:

For implementing this project the team would be using certain tools which are Trello, confluence, and git The confluence is mainly used for the specification of goals of the project, client requirements, research documents, architectural design use cases, user stories, risks, team meeting notes, links.

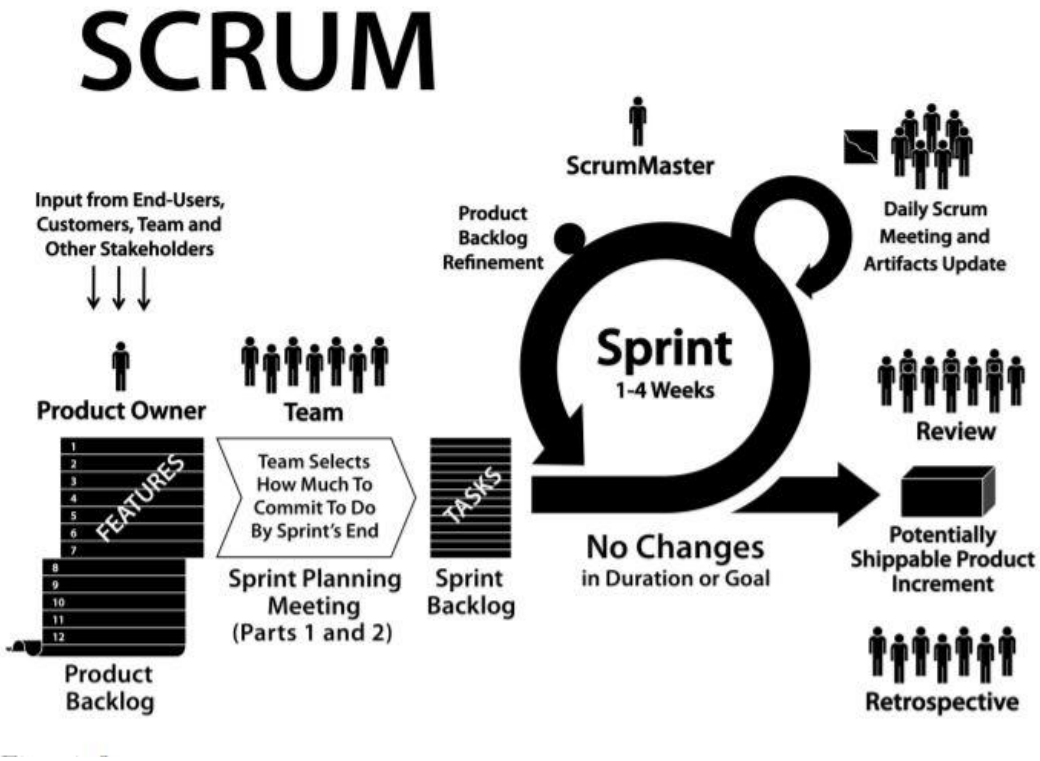
The Trello the team would be used for updating reports, estimation, issues, and each team member will be updating the activities to Trello once they are finished Trello is linked to confluence, Slack, and Github.

The version control team would be using GitHub and git.

Delivery Approach/Agile approach:

The software development life cycle which we have chosen for planimation project is the agile approach. The main reason for choosing this approach is the scale and situation behind this project. First of all the scale of this project is created for client Dr. Nir Lipovetzky for his planimation project which needs to provide and assist the user in the modeling process and educate users with Ai and providing solutions with animation. due to this, close collaboration with the client is very important and in order to develop the project with the best results and client vision. The situation for this project as this project is already implemented and we need to make changes in the front end and the

client may change the requirements or may not so the agile approach would be better in assisting with this situation because we can make additional changes if a client needs them. if a client needs some additional requirements or features that need to be added to the project agile approach is more feasible. Moreover, the agile approach allows easily for future release and adding the additional or new features which are at present out of scope.



COMMUNICATION PLAN:

SPRINT PLANNING MEETING:

The Sprint planning Meeting happens at the beginning of the sprint. Due to the Covid19, the meeting is held through Zoom online meeting. During this meeting

Complete team members should be present if needed the primary stakeholders can be present. The product owner should describe the prioritized features to the team members and assist team members in breaking down the tasks. The team members are responsible for what they must accomplish the assigned tasks and note down in the sprint goal.

DAILY STAND-UP MEETING:

For this project, the team would be having a daily stand-up meeting online

zoom meetings for every alternate day for weekly there would be 3 daily stand-up meetings for 15 minutes.

During this meeting, the roles who are involved in the project will be scrum master, product owner, and team members. During daily stand-up meetings each team member will be explaining what tasks they had finished is there any issue in accomplishing tasks and what tasks they would be doing next? The main goal of this meeting is to know the progress of team members.

SPRINT REVIEW MEETING:

For each sprint, Team members are required to produce the potential product. In this meeting, the scrum team members should explain what they had achieved during the sprint and need to showcase the demo of features. The format of the meeting is informal.

SPRINT RETROSPECTIVE MEETING:

This meeting is conducted after the sprint review meeting. All scrum team members should participate in the meeting. Each Team member is responsible to specify the tasks they did whether to continue the tasks or stop them. The main theme of the meeting is focused on what is working and how the team is performing and if there is any way to improve the communication.

SPRINT 1 TEAM ROLES AND RESPONSIBILITIES:

S.NO	Team Member	Scrum Team Role	Responsibility
1	Priyanka Shivampetha	Scrum Master Quality Assurance	1) Responsible that each team member understands the agile process and team members are well trained. 2)Responsible for that team following scrum practices and principles. 3) Conduct daily stand-up meetings, sprint planning meetings, sprint retrospective meetings, and responsible to conduct meetings for every sprint and make sure the goal of the project is attained. 4)Responsible for creating burn down chart 5)Responsible that team should not slow down during the sprint process and team members are active and functional. 6)Is responsible to remove any roadblocks which can impede the progress of the project. 7)check the testing and software quality of the product.

2	Shujin zhang	Product owner	1. Coordinate with client and take requirements from the client and share the requirements with other team members. 2. Prioritizing the needs of the project. 3. Evaluating the progress of the project. 4. Reject the sprint if needed. 5. Should participate in daily stand-up meetings, sprint retrospective meetings, and sprint planning meetings. 6. Is responsible to evaluate the developed product meets the client's expectations.
3	Zenan	Development Team Lead Quality Assurance	1. responsible to take requirements from scrum master, product owner and after taking requirements should convert them into technical requirements. 2. Based on the business requirements should plan design build configure the application. 3. Responsible to develop code and direct the team for testing and debugging the bugs in the application. 4. Responsible for that team is following the software quality standards. 5. Responsible to take part in scrum activities. 6. check the testing and software quality of the product.

4	Ying Hao	Quality Assurance Developer	1. Responsible for developing quality documentation and checklists. 2. Responsible that product testing is done at the end of the sprint. 3. Responsible that software quality testing standards are met during product testing. 4. Responsible to take part in scrum activities, 5. At the end of the sprint make sure the best product is released. 6. develop the code

SPRINT 1 PRODUCT BACKLOG:

USER STORY ID	USER STORY	TASK Break Down	ASSIGNED TO
1	As a user, i should access the main interface when accessing the 4 sub-modules	1.1: Design the interface page 1.2: Build the framework for application	Zenan
2	As a user, i should upload the vfg file for the generation of the visualization	2.1:building the interface page which includes the drop and drags keyboard in order to upload the vfg file	Priyanka shivampetha

3	For the planning problem As a user, i can able to upload domain problems and animation files in order to generate the solution	3.1 build the interface page which has a drag and drops key bars in order to upload the problem files. 3.2 connect and fetch problem files from the back end	Zenan
4	As a user after upload the problem files i can able to see the animation visualization for the problem file	4.1 Build the interface page for animation 4.2 convert the VFG file into a JSON object 4.3After uploading the problem file send JSON to the object to the visualization page	Ying hao
5	As a user for each plan i should check every step of the plan,if a user selects any particular step then it should show detailed step information	5.1 Build a step panel 5.2 select a select panel for displaying the visualization steps	Ying hao zenan

TRELLO:

Here in this section, it contains Trello workspace images work done during the sprint

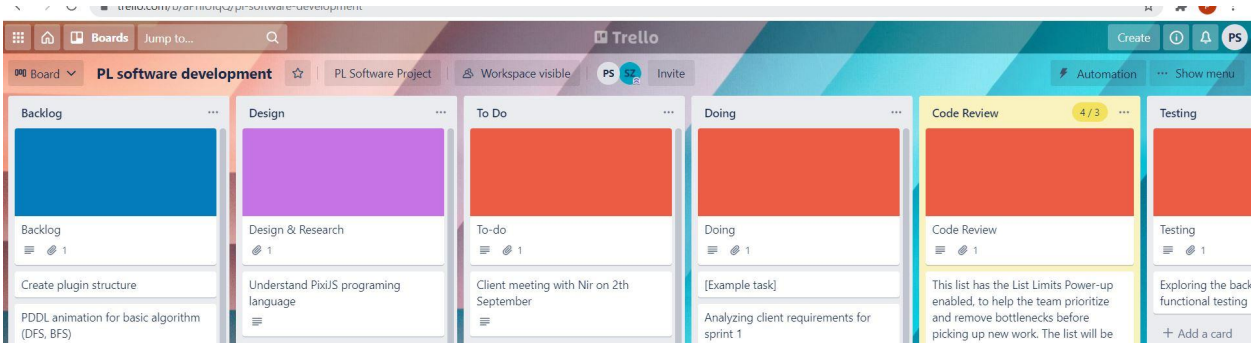


FIGURE 1:WEEK 1

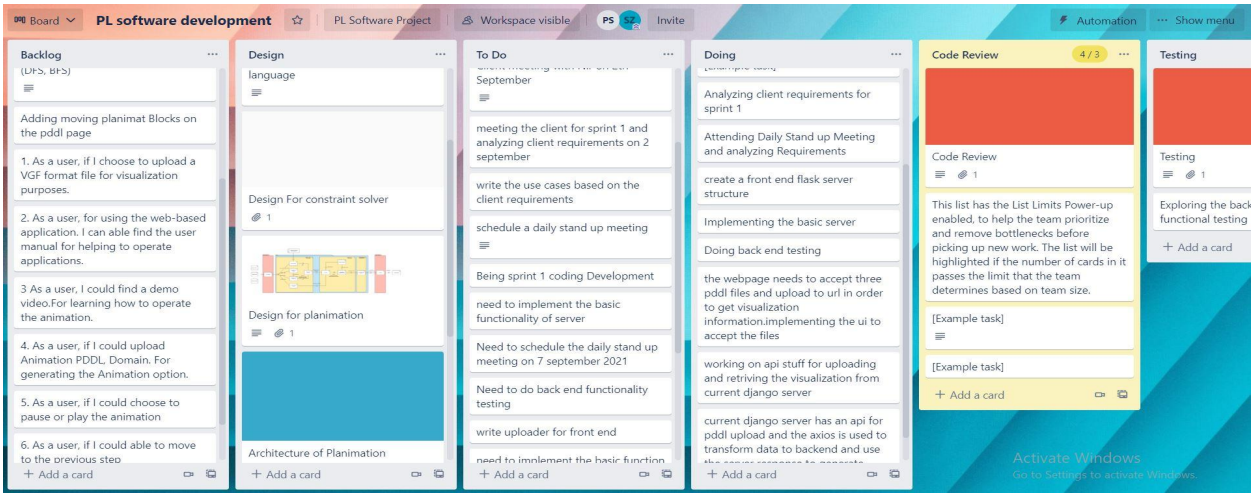


FIGURE 2:WEEK 2

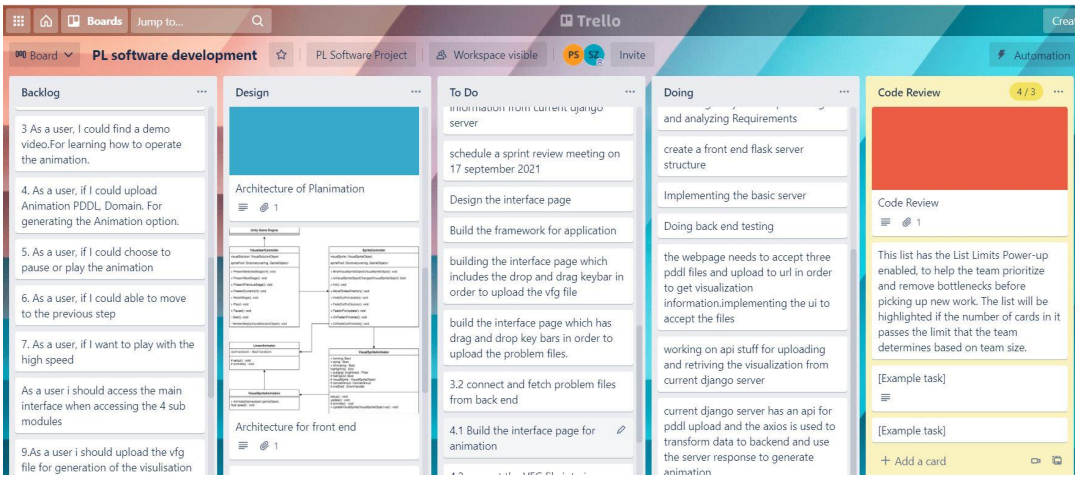


FIGURE 3:WEEK 3

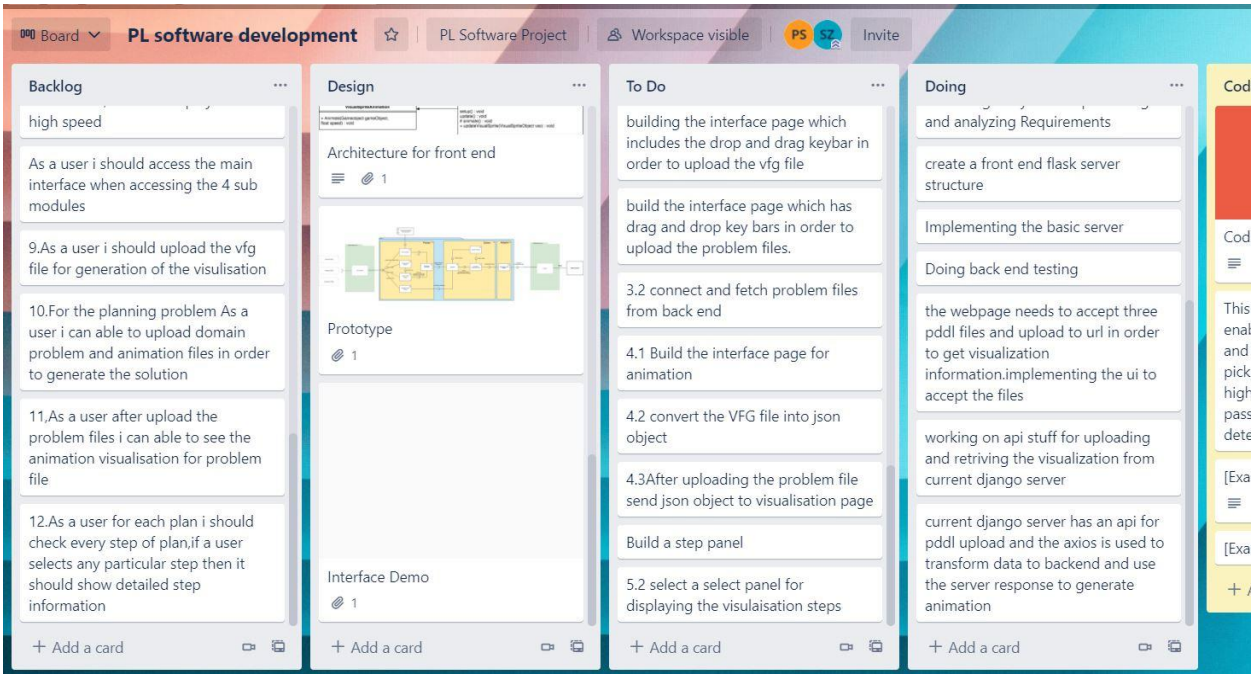
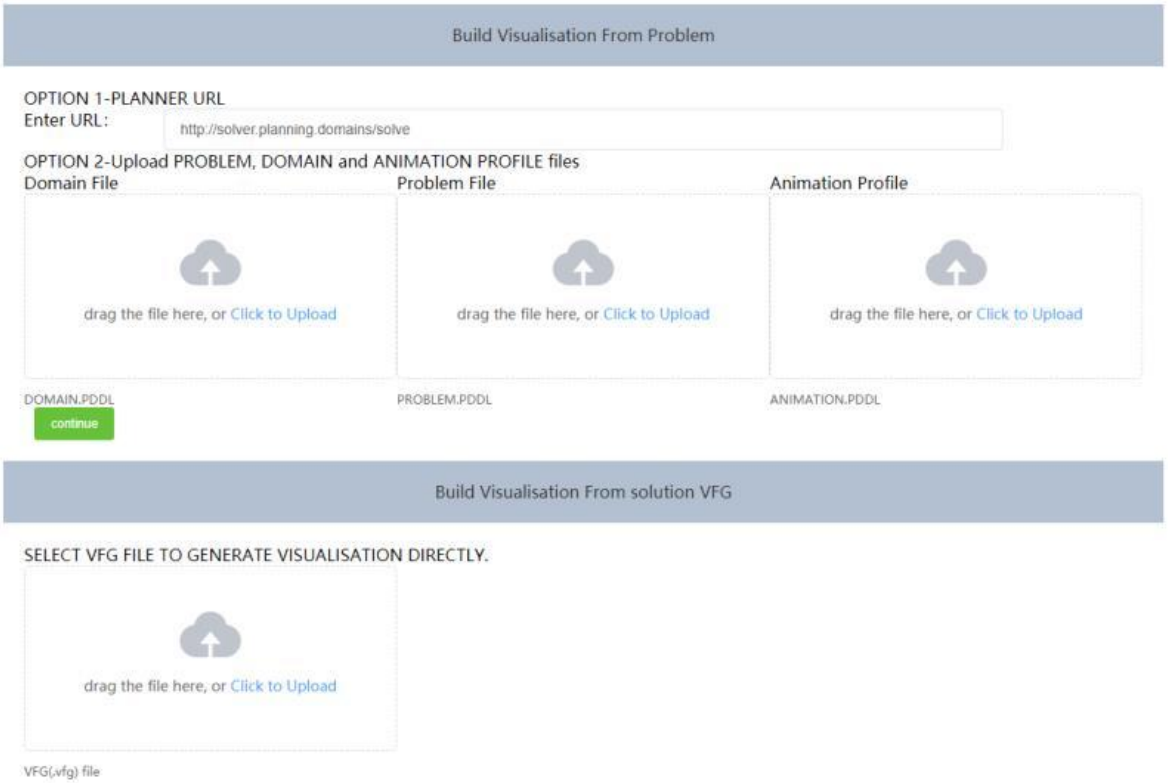


FIGURE 4: WEEK 4

Sprint1 Product Demo:

In this section we will see the pictures of the interface developed during sprint 1:



QUALITY ASSURANCE:

Coding Standards For Project

REACT JS:

React js has certain coding standards

1) While applying attributes it should have a character separated value, Instead of managing the string manually use the array values.

2) Variables must be pascal case, For a class, it requires a new Keyword and for react it should have a keyword React

3) if a method returns a virtual dom must begin with render

4)there must be a display name for every component.

HTML:

1)use HTTPS (https:) for images, style sheets, media files, and scripts, until the respective files are unavailable over HTTPS.

2) At a time Indent by 2 spaces.

3) Use only lowercase.

4) delete trailing white spaces.

CSS:

1) Use meaningful class names or generic IDs.

2) Use class names and ID which are short as possible but if required use long.

3) with type selectors Avoid class names and qualifying id.

4) Use shorthand properties if possible.

Flask:

1) there should be no whitespace for any unary operators which are not words and on the inner side of parentheses.

2) whitespace should be placed in between binary operators.

3) we should never compare constant with the variables, always compare variables with constants.

4) Class names should be camel case, and acronyms should be kept uppercase.

5) Variable names should be lower case and with underscores.

6) function and method names should be lower case and with underscores.

VUE:

1) multi-word component names are essential.

2) component data is essential.

3) prop definitions should be in detail as possible.

Sprint 1Review Document:

During this sprint, the team has done some reviews and unit testing while merging on Github.

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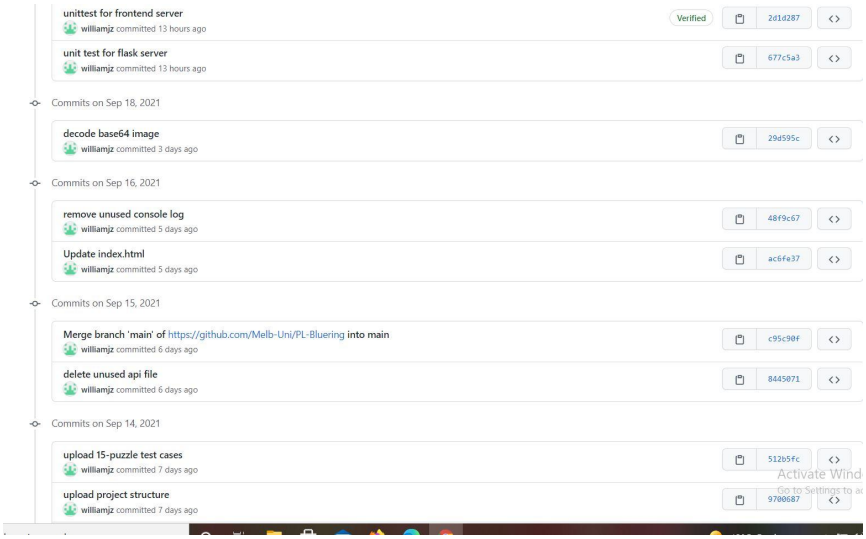


Version Control:

For version control, our team has decided to use GitHub, on GitHub while merging the code or documents they need to maintain certain standards

There are two main branches in GitHub one is the main branch and it is always the protected one and it is a default branch and the other branch is the development branch in which for the development team will work with codes and whenever they make any changes or merge the branch they need to get a review from any other person in the team.

Before merging into the main branch it should be free from bugs

For every newsprint, we will create a new branch so that all the branches get updated once we are done with the current release of the version after that we can add this branch to the main branch.

Our team is using the feature branch workflow feature because whenever the development team wants to work on any new feature they can create a new branch instead of the main branch which means the main branch does not have any code that is broken which is beneficial whenever we are developing the newsprint for the project.

Steps:

1)create a local development branch

```
git checkout development
git pull origin development
```

2)create a feature branch

```
git checkout -b initials/fancy-branch-name
```

3)develop your work in a feature branch.

```
git commit -m "Comment about the commit"
```

4)rebase oftenly with any upstream changes

```
git fetch origin development
git rebase origin/development
```

5)once you are done with changes of your work get verified by any of your team members push changes to upstream origin

```
git push -u origin initials/fancy-branch-name
```

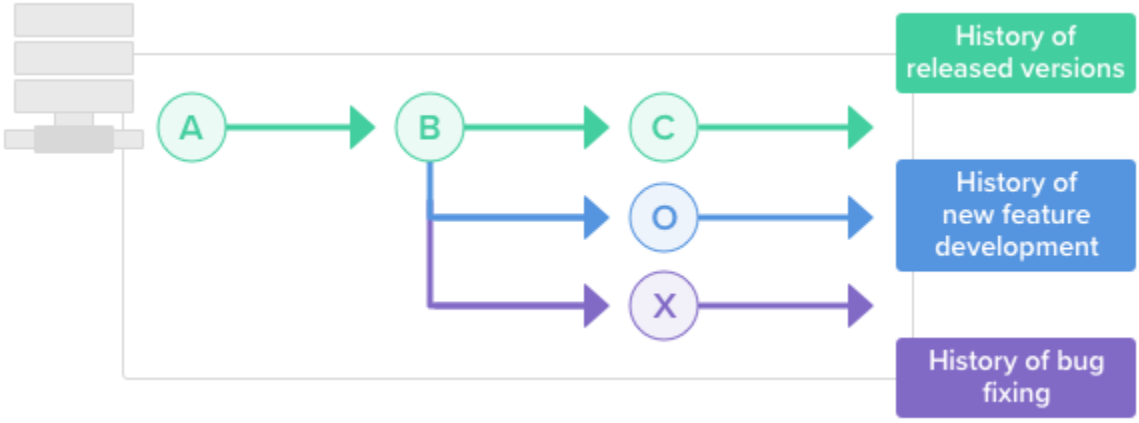


FIGURE 1:Showing workflow of using GitHub

Document Information Planimation:

BACKEND INFORMATION

Visualization File Generator(VFG):

The visualization files are in JSON

It has a list of visual stages which contains

List of

1**)Visual Sprites**:

Stage Contains a list of predicates and names

Visual Sprites

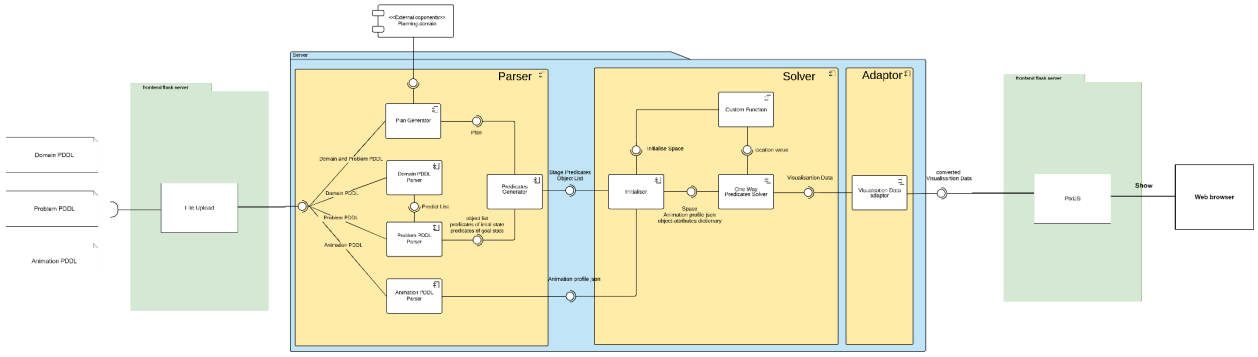
2)Image Table: it has an object that has a list of keys and values.

3)Sub Goal Map:It has an object and has a list of keys and list of values.

4)SubGoal pool: it has an object and has a list of key and list of values

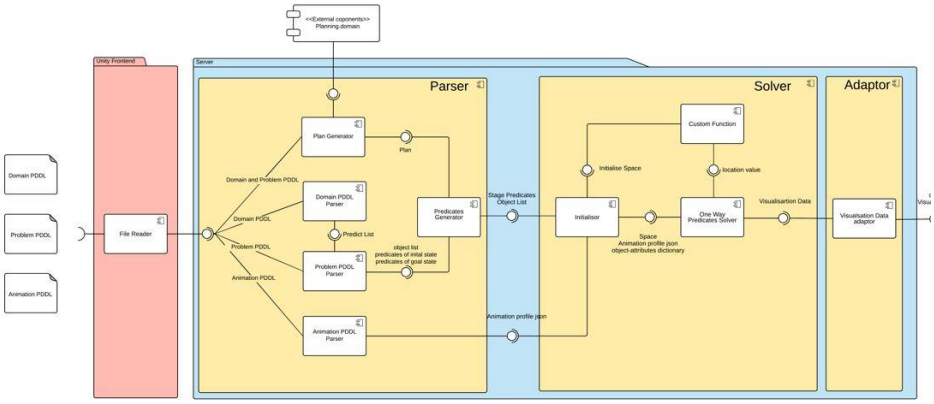
5)visual stages: it has stage info, stage name, is Final, and visual sprites.

PROTOTYPE DESIGN:



Reuse Plan:

As per The client's Requirements That there should be no change in the backend so for this project we will be reusing the Backend part so I am attaching the design of Reuse.



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System Sequence Diagram:

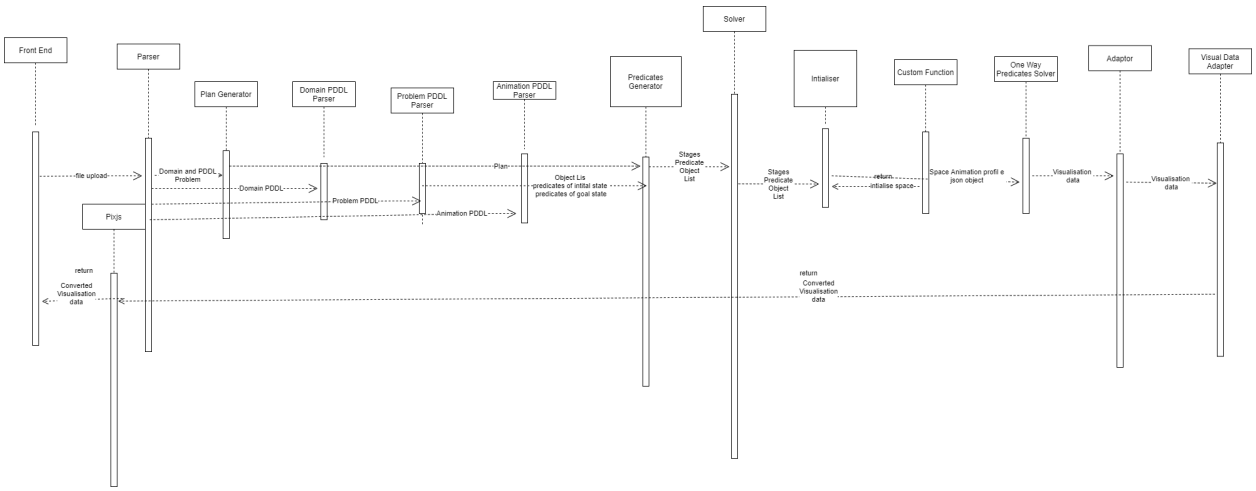

Figure1:System Sequence diagram

References:

1) https://github.com/ryanzec/coding-standards/blob/master/reactjs.md

2) https://google.github.io/styleguide/htmlcssguide.html

3) https://flask.palletsprojects.com/en/1.1.x/styleguide/

4) https://vuejs.org/v2/style-guide/

5) https://google.github.io/styleguide/htmlcssguide.html

6) https://gist.github.com/forest/19fc774dde34f77e2540

7)https://www.atlassian.com/git/tutorials/comparing-workflows/feature-branch-workflow

8)https://github.com/nirlipo/planning-visualisation/blob/master/Docs/VFG%20Guide.md

9) http://planimation.github.io/documentation