

Sprint 2 Plan

Week of Oct. 23, 2017

User Stories	Tasks	Story Points	Dependencies
U1	T4	3	T1
U2	T5	4	-
U2	T6	2	T5
U3	T7	1	T1
U3	T8	2	T5, T7

Provisional Burndown Chart

	Task Points	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6
T4	3	A:3					
T5	4	J:2	J:2				
T6	2			T:2			
T7	1	F:1					
T8	2				O:2		

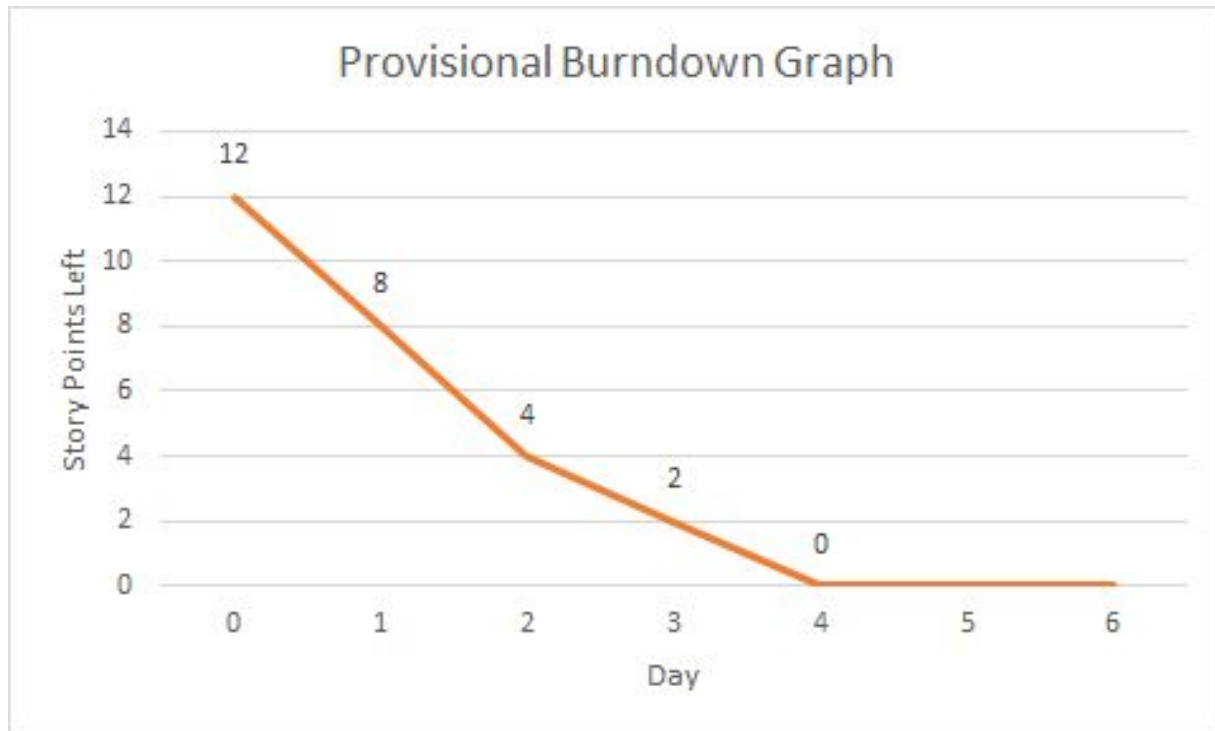
J - Julian [story points per day = 3]

A - Abhay [story points per day = 3]

F - Felix [story points per day = 2]

T - Tito [story points per day = 2]

O - Olivia [story points per day = 2]



Backlog

U1: As Karen/Ben (a statistics Professor) and Jenny (a TA), I would like to be able to create a new assignment and write problems with their corresponding solutions and multiple choice options.

T4: Build interface using Swing/AWT for TAs and Instructors with functionality of the command-line version.

U2: As Karen/Ben (a statistics professor) and Jenny (a TA), I would like to be able to modify or remove an existing assignment question and/or solution.

T5: Implement UI (UI window 3) that lists all assignments that are released/unreleased by parsing through all assignment files in the directory

T6: Create button per assignment listing to edit the corresponding assignment problems. The button ultimately takes the user to the same (or slightly modified)

assignment creation UI (UI window 2), in which the assignment's data is retrieved from the file (assignment#.csv), but with "Save" at the bottom instead of "Create".

U3: As Karen/Ben (a Statistics professor), I would like to release problem sets to my students and set deadlines for these assignments.

T7: Modify assignment creation java file (AssignmentCreator.java) to include "unreleased" flag in first row of .csv file

```
creation date (dd/mm/yyyy), due date (dd/mm/yyyy),  
"unreleased"/"released"
```

T8: Implement a "release" button on each unreleased assignment listing such that when it is pressed, the released flag in the csv file (assignment#.csv) is changed to true

Final Burndown Chart

	Task Points	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6
T4	3			A:2	A:1		
T5	4					J:2	J:2
T6	2						
T7	1				F:1		
T8	2						

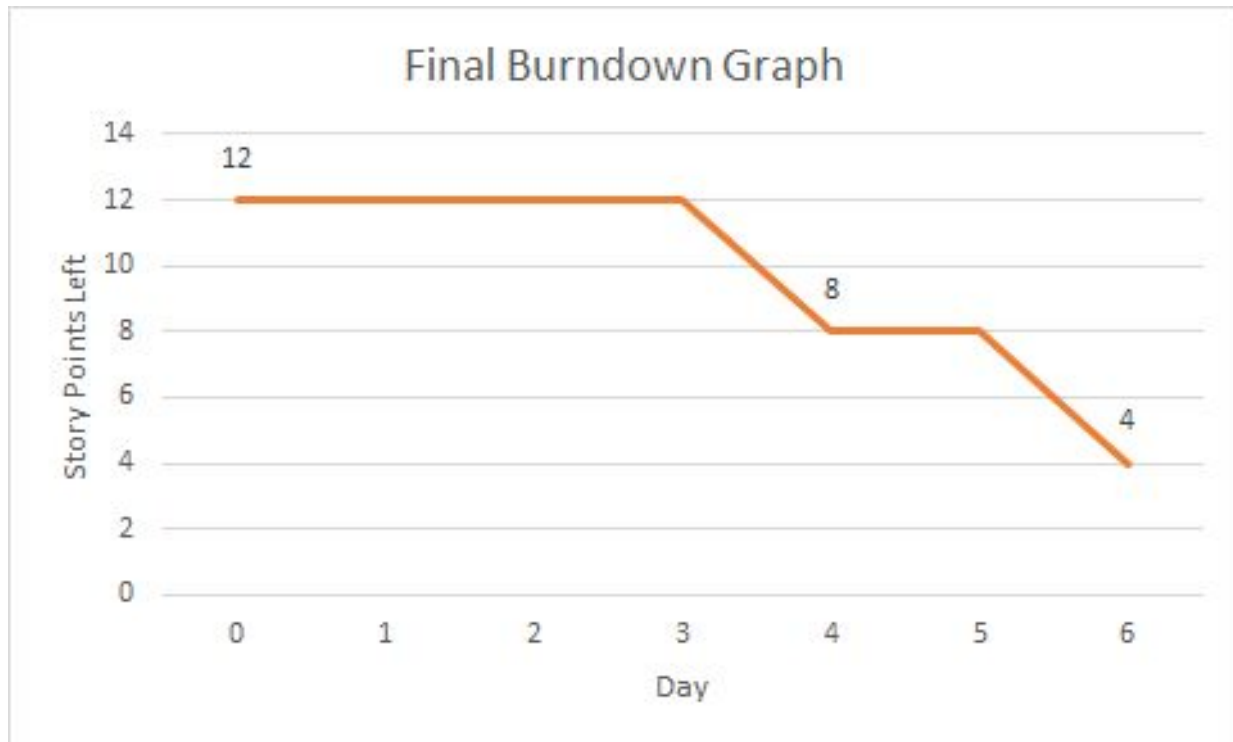
J - Julian [story points per day = 3]

A - Abhay [story points per day = 3]

F - Felix [story points per day = 2]

T - Tito [story points per day = 2]

O - Olivia [story points per day = 2]



Report:

- Everyone was swamped with midterms, which delayed the planning and the execution of this sprint.
- Abhay removed the main method from AssignmentCreator.java eliminating the commandline version to transition into the GUI.
- Original plan was to ask instructor for how many problems they wanted and list that many boxes for them to input the problems
 - Decided it would be more user friendly to add problems on the fly as the instructor needed through an "Add Problem" button
- Created a Problem class to better manage problems as objects.
- Tito did not complete T6 and is therefore being placed into Sprint 3.
- Olivia did not complete T8 either this sprint, so it is moved to Sprint 3.