Sprint 4 review

PROJECT RAJESH
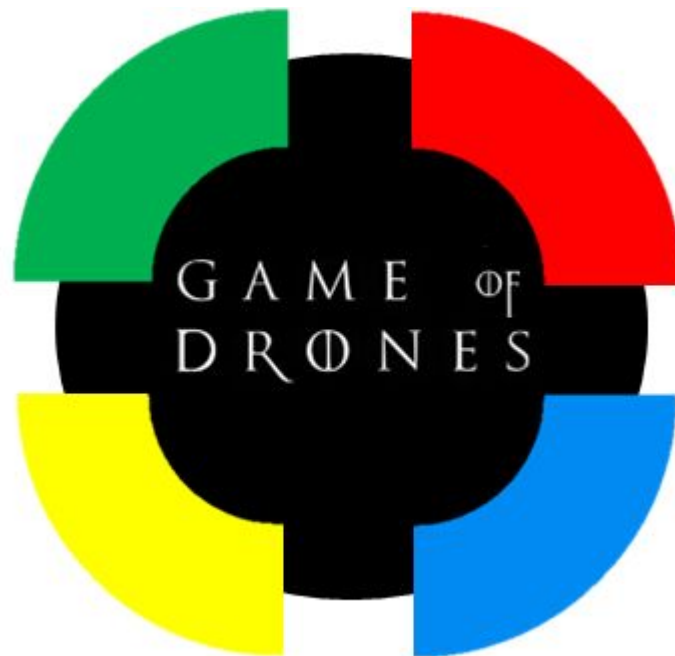
12/01/2016

Kadambari Melatur, Alexandre Monti, Rémi Saurel, Emma Vareilles

Project "Simon"

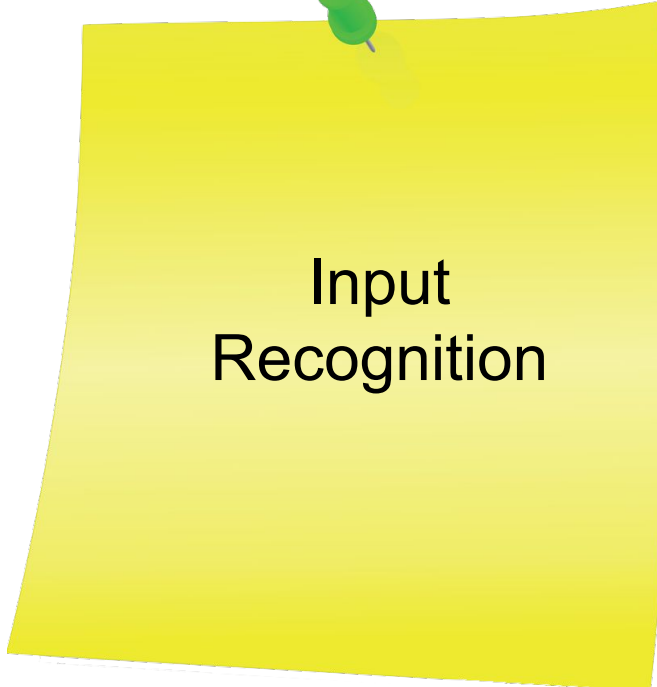https://github.com/Rajesh-Sec-Project/simon

Directions/Features

Embedded Drone Control

Game System

Input Recognition

Graphical User Interface

Wireless Communication

User Notifications

Sprint 4's Stories

Reminder: we wanted to have a working game.

- Drone position control

- Drone speed control

- Ingame Visual target detection

- Display round information

- Manage Score

/!\ cancelled stories /!\

+ new story

Cancelled stories

- Drone position control

- Drone speed control

Several tests/ innovative ideas tried

↓

No Avail

- Ingame Visual Target Detection

was already optimal for a stationary drone
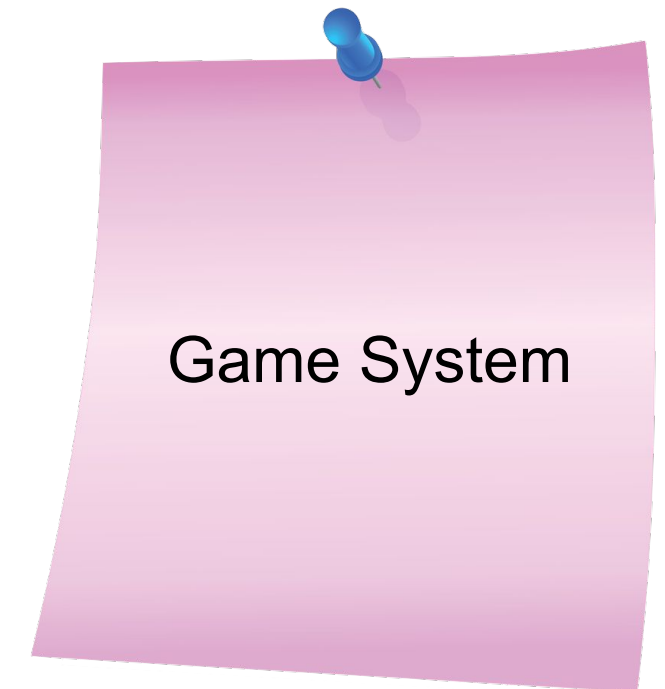
Embedded
Drone Control

Input
Recognition

Move commands with lights

- Electronic board with lights that indicates moves

- Interactive LEDs that indicate in which direction to move

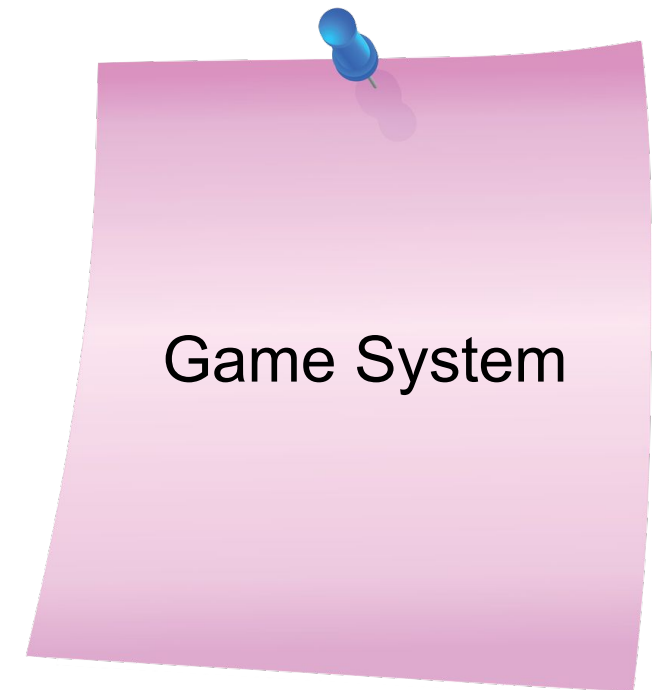- Board integrated on stationary drone

Game System

Manage scores (2 pts)

- Save best scores
- Display best scores
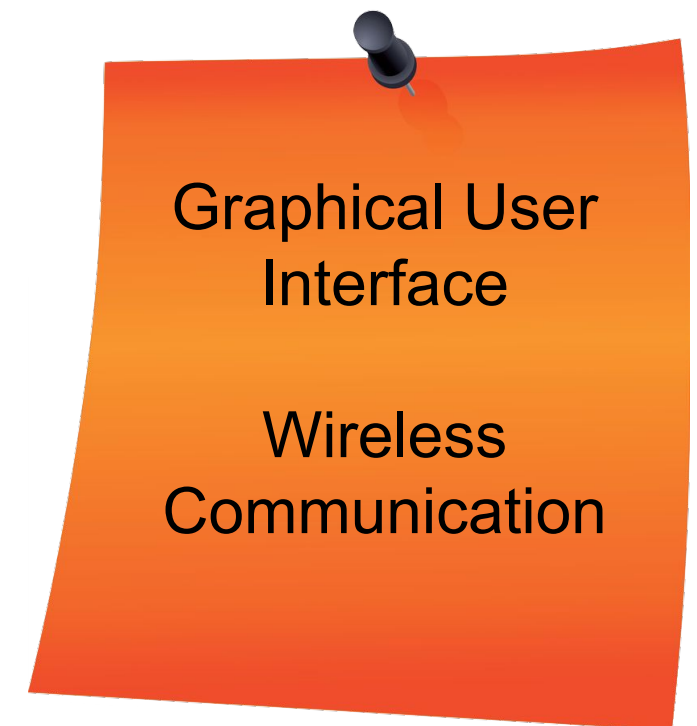
"As a user
I want to know the history of the scores
In order to keep track of the performances of
users"

Game System

Interactive GUI (5 pts)

- User Interface that accompagnies player throughout the game round

- Stop, Start and Pause game whenever you want

- Information during game

- Hall of Fame

Graphical User Interface

Wireless Communication

Sprint 4's review

- Quality of estimation?

- Tasks dispatch?

- Tasks completion?

- Advancement of the project?

Planning of Sprint 5

Goals:

- Have a smooth game, with great ambiance

Name	Estimation	Subtasks	Acceptance Tests
Manage sound	3	2	1
GUI complete	3	1	1
Different game modes	3	1	1
Manage light	2	1	1

11 points in total

Thank you!

Do you have any questions?