

# Sprint 3 review

PROJECT RAJESH

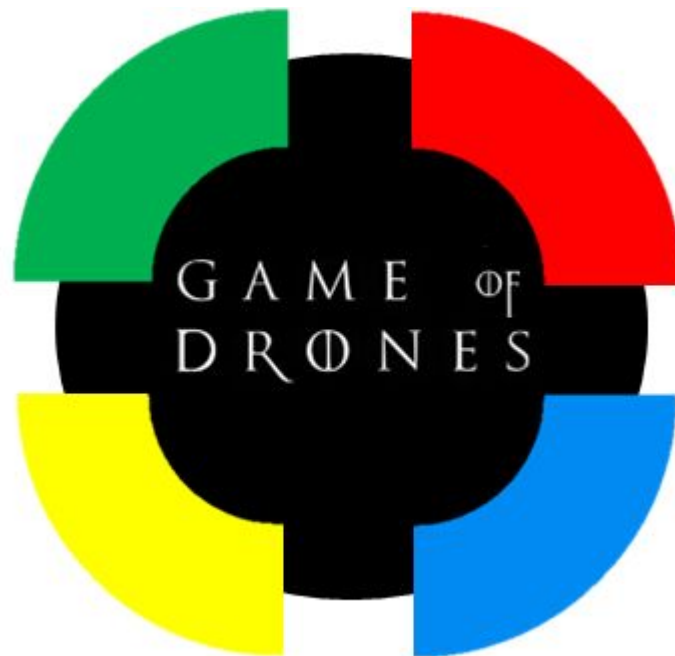
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# Project “Simon”



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

# Directions/Features

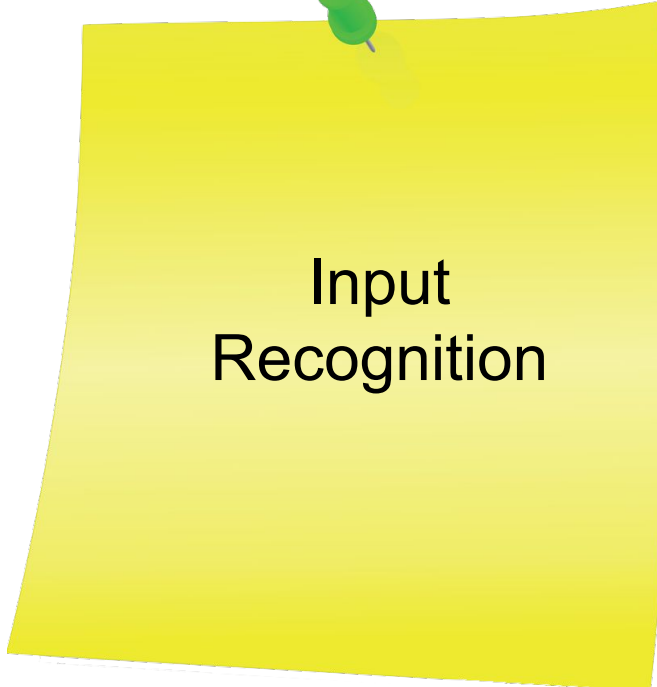

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Embedded  
Drone Control



Game System



Input  
Recognition



Graphical User  
Interface

Wireless  
Communication



User  
Notifications

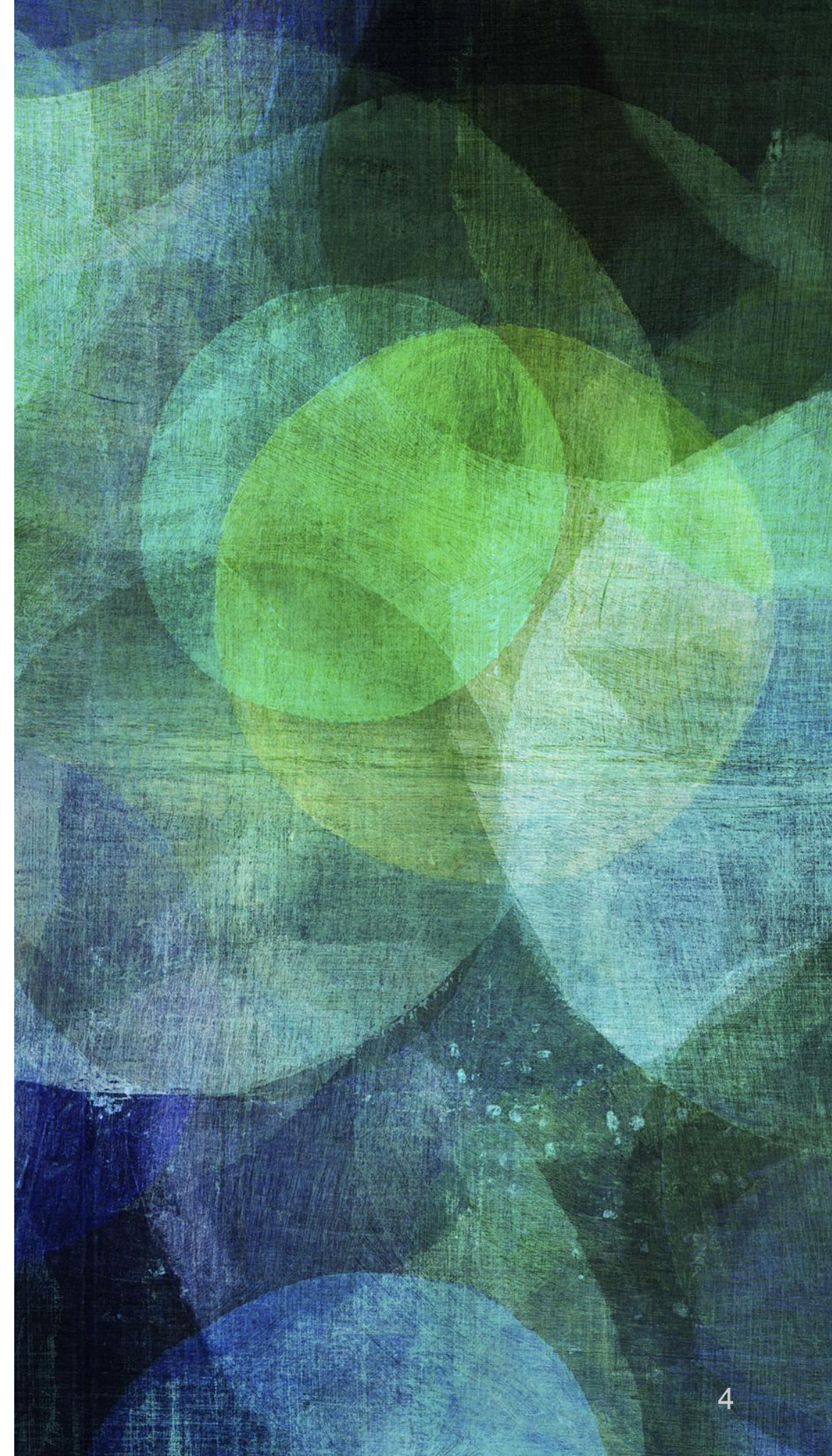


# Sprint 3's Stories

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Reminder: we wanted to have a working game.

- Shifted stories
- Drone position control integration
- Visual target detection
- Display score
- Control the game
- Manage game
- Execute round






# Shifted stories (1 pt)

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- Drone position control
- Drone speed control




Embedded  
Drone Control

# Drone Position Control integration (1 pt)

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“As a developer  
I want the drone position control source code to  
be integrated with the rest of the project  
In order to be able to continue drone movements  
control.”



Embedded  
Drone Control

# Visual Target Detection (3 pts)

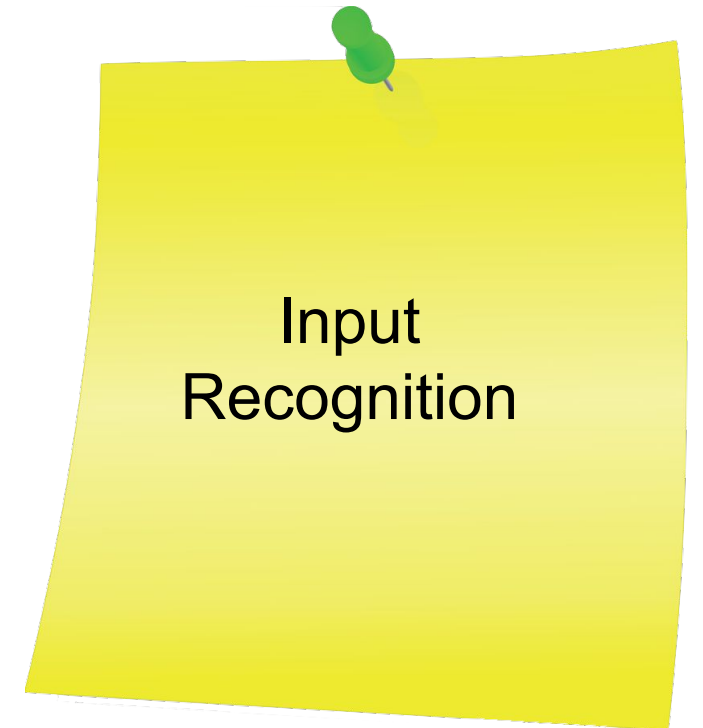
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- Detection calibration
- Reliable filtering
- Move detection (left / right / up / down)

“As a user

I want my moves to be detected by the system

In order to play the game.”



# Display score (1 pt)

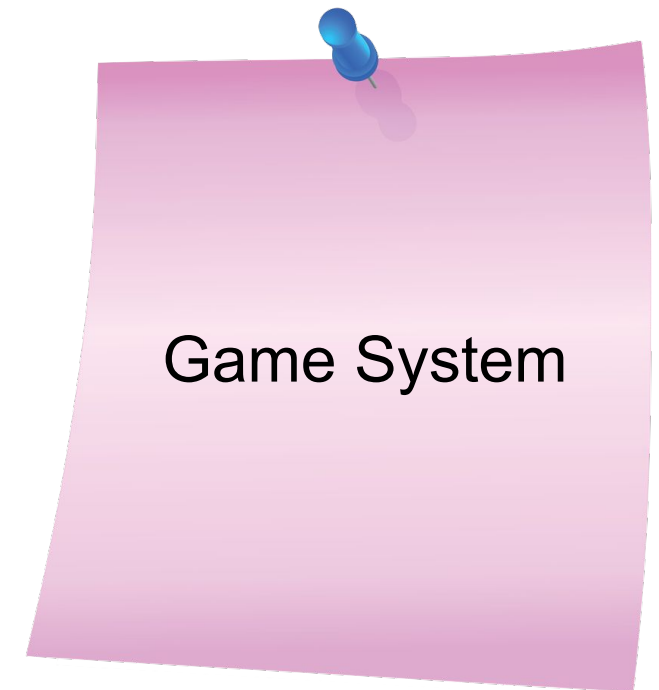
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- Score counting
- Display score

“As a user

I want to see the current score

In order to be informed of the ranking, number of mistakes, etc.”





# Control the game (2 pts)

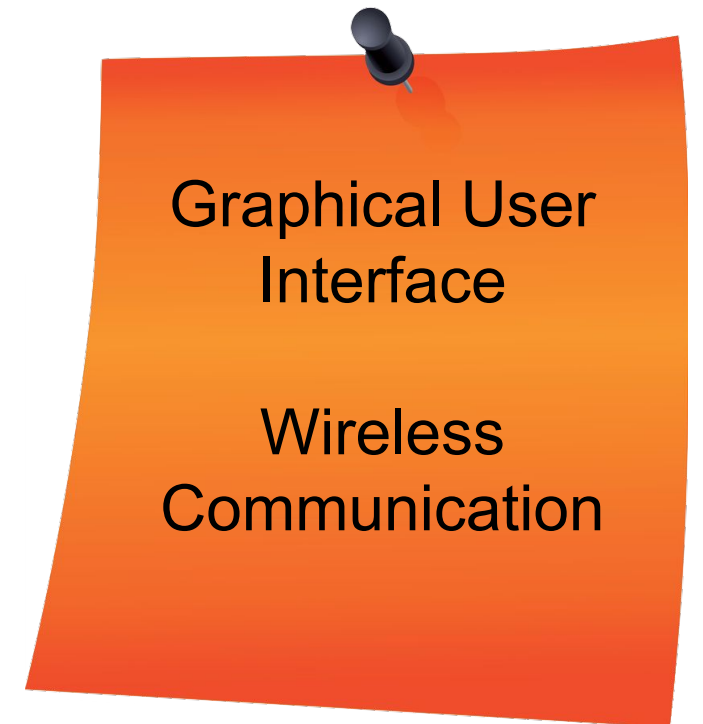
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- Refactor the UI
- Add new UI
- Integration on the drone

*Given* The drone UI

*When* The user wants to act on the game

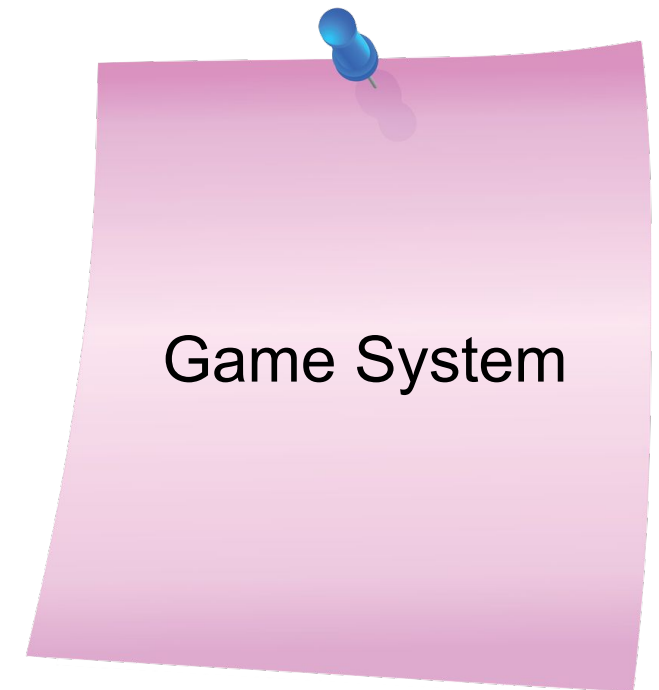
*Then* Every functionality is present (pause, resume, start, stop...) and accessible.



# Manage game (1 pt)

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- Overall integration



“As a user

I want a functional game

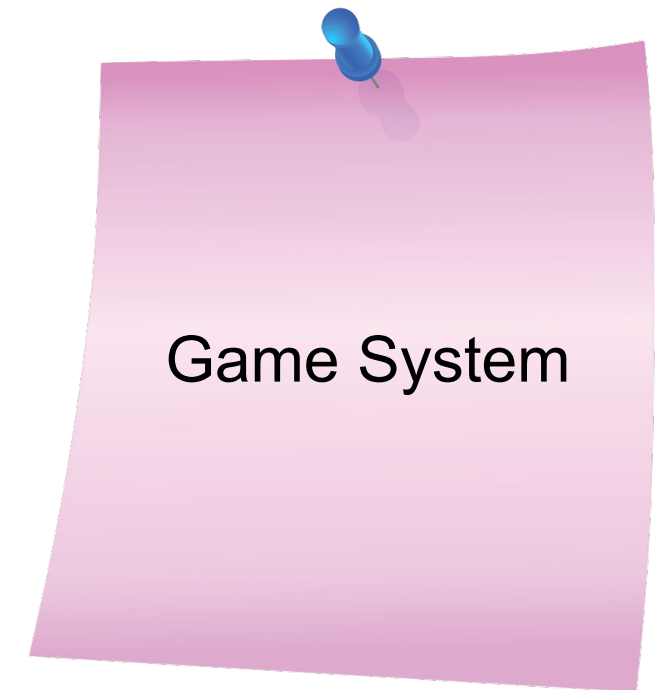
In order to have a smooth game experience.”

# Execute rounds (1 pt)

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- Switch game's feedback

“As a user  
I want the drone to execute the generated  
sequences  
In order to be able to reproduce it.”







# Sprint 3's review

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- Quality of estimation?
- Tasks dispatch?
- Tasks completion?
- Advancement of the project?



# Planning of Sprint 4

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## Goals:

- Not being ashamed of calling the project a game
- Setting the player at the center of the action

Name	Estimation	Subtasks	Acceptance Tests
Ingame visual target detection	2	1	2
Drone position control integration	1	2	1
Drone speed control	3	2	1
Display round informations	2	2	1
Manage scores	2	2	2

14 points in total



