

1. Project Plans 2

1.1 Sprint1 Report(Planning) 3

Project Plans

Sprint1 Report(Planning)

Sprint planning

We conducted a Sprint Planning meeting on 2022-8-19

With our requirements all prepared, decisions made and planning completed including a digital prototype and architectural design, the purpose of next 2 sprints is to complete user stories to improve the game.

This included initialising and deploying the frameworks used by the game, debug it to make sure it will run successfully on local device, then realize new features.

User stories

The following user stories were planned for Sprint 2 and 3. Only 2 features are chosen for Sprint2 as we need time to get familiar with the source code and debug it. Also, we plan to condense new requirements from clients during Sprint 2 and 3 to make the game more interesting.

Sprint	User Story	Decomposed Case	Tasks	Priority
2	US_01	Simplify the game process	<ol style="list-style-type: none">1. Exploit the game and write a report for user experience.2. Assess the existing decision tree.3. Simplify the decision tree to shortcut the game progress.4. Limit one turn game with 10 minutes.	Must Have
		Improve choices for each character and report	<ol style="list-style-type: none">1. Assess existing characters' choices and the final report.2. Distinguish choices for each character.3. Improve the report quality when finishing the game.	
	US_02	See other players' choices when playing	<ol style="list-style-type: none">1. When other players' making decisions, send the choice to back end.2. When server receives choices from other players, send it to front end.3. Front end shows choices made by other players.	Must Have
		See previous choices when playing	<ol style="list-style-type: none">1. When making each decision, front end will take a record on decisions made.2. Build a list interface to show previous choices.3. Show previous choices when user click on the list.	
3	US_03		<ol style="list-style-type: none">1. When the game finished server send back a track for each one's choices long with the report.2. Show everyone's choices as well as the report in a specific interface.	Must Have
	US_04		<ol style="list-style-type: none">1. Assess existing rejoin functionality.2. Reproduce bugs and fix.3. Testing	Better Have
	US_05		<ol style="list-style-type: none">1. Find out reasons why game gets stuck somehow during the game.2. reproduce bugs and fix.3. Testing	Better Have
	US_06		<ol style="list-style-type: none">1. Add a timer on each choice when playing the game, and set it for 60 seconds.2. When time's out and the player still make any choice, it will pick a choice randomly and send it back to server.3. Inform player that time is out, and show the random choice made for player.	

Board

GE SPRINT2

COMP90082-2022-SM2-GE-RedBack

Workspace visible

HH DX JH YB ZE

Share

TO DO

US_01_1_Task1: Exploit the game and write a report for user experience.
31 Aug DX ZE

US_01_1_Task2: Assess the existing decision tree.
29 Aug HH JH YB

US_01_1_Task3: Simplify the decision tree to shortcut the game progress.
12 Sep DX HH ZE

US_01_1_Task4: Limit one turn game with 10 minutes.
29 Aug JH YB

US_01_2_Task1: Assess existing characters' choices and the final report.
5 Sep DX HH ZE

US_01_2_Task2: Distinguish choices for each character.
5 Sep DX HH ZE

US_01_2_Task3: Improve the report quality when finishing the game.
10 Sep JH YB

US_02_1_Task1: When other players' making decisions, send the choice to back end.
3 Sep JH YB ZE

US_02_1_Task2: When server receives choices from other players, send it to front end.
10 Sep DX HH

US_02_1_Task3: Front end shows choices made by other players.
10 Sep DX HH

US_02_2_Task1: When making each decision, front end will take a record on decisions made.
16 Sep DX JH ZE

Add a card

DOING

Add a card

DONE

Add a card

Add another list

Board

GE_SPRINT3

COMP90082-2022-SM2-GE-RedBack

Workspace visible

HH DX JH YB ZE

Share

To Do

US_01_Task1: When the game finished server send back a track for each one's choices long with the report.
30 Sep DX HH ZE

US_01_Task2: Show everyone's choices as well as the report in a specific interface.
30 Sep JH YB

US_02_Task1: Assess existing rejoin functionality.
7 Oct DX ZE

US_02_Task2: Reproduce bugs and fix.
7 Oct JH YB

US_02_Task3: Testing
7 Oct HH

US_03_Task1: Find out reasons why game gets stuck somehow during the game.
14 Oct DX YB

US_03_Task2: reproduce bugs and fix.
14 Oct HH ZE

US_03_Task3: Testing
14 Oct JH

US_04_Task1: Add a timer on each choice when playing the game, and set it for 60 seconds.
20 Oct DX HH

US_04_Task2: When time's out and the player still make any choice, it will pick a choice randomly and send it back to server.
20 Oct JH YB ZE

US_04_Task3: Inform player that time is out, and show the random choice made for player.

+ Add a card

Doing

+ Add a card

Done

+ Add a card

+ Add another list