

Funky Torrents

Author: Savas Aydin

ID	Description	Sprint #	1	2	3	4
Effort needed for Release 1 as in the beginning of the sprint			512	432	152	0
1	Initial version of SPMP		40	16	0	0
2	Initial version of SAD		40	20	0	0
3	Intitial version of SDS		16	0	0	0
4	Bittorrent protocol learning		40	20	0	0
5	Erlang programming language learning		100	60	30	0
6	Software Architecture design learning		60	40	20	0
Sprint 1	handle the complexity of the project on paper by understanding, analyzing and designing requirements.					
6	Update project plan		16	16	0	0
7	Update architecture description		16	16	0	0
8	Parse torrent file - Bencoding & Encoding		40	60	30	0
	Peer wire protocol - Handshake protocol		32	16	0	0
10	Peer wire protocol - Messages		32	32	0	0
9	Connect to web server		16	32	16	0
10	Create a database		16	16	0	0
11	Testing		16	16	0	0
Sprint 2	Start coding the risky and sensitive modules					
10	Connect to tracker		24	24	8	0
11	Log in functionality		16	16	8	0
12	Chat functionality		24	24	40	0
13	Search functionality		8	8	0	0
	Testing		24	24	0	0
Sprint 3	Have the all necessary modules to download					
Release 1	Everything but implementation					
14	Write downloading file into hard drive		24	24	32	0
	Implement necessary modules to download from shell		24	32	24	0
	Functional interface		24	24	24	0
	Merge HTML and Erlang codes		16	16	40	0
15	Download through web interface		16	16	16	0
12	Testing		32	32	32	0
18	Implement additional functionalities ie. Chat, search, login		16	16	16	16
Sprint 4	Download torrent file in functional web interface					
Release 2	Working prototype					
Effort in the whole backlog			688	616	336	16

Reference: <http://agilesoftwaredevelopment.com/scrum/simple-product-backlog>

Backlog state taken after the end of sprint 3 = after release 1

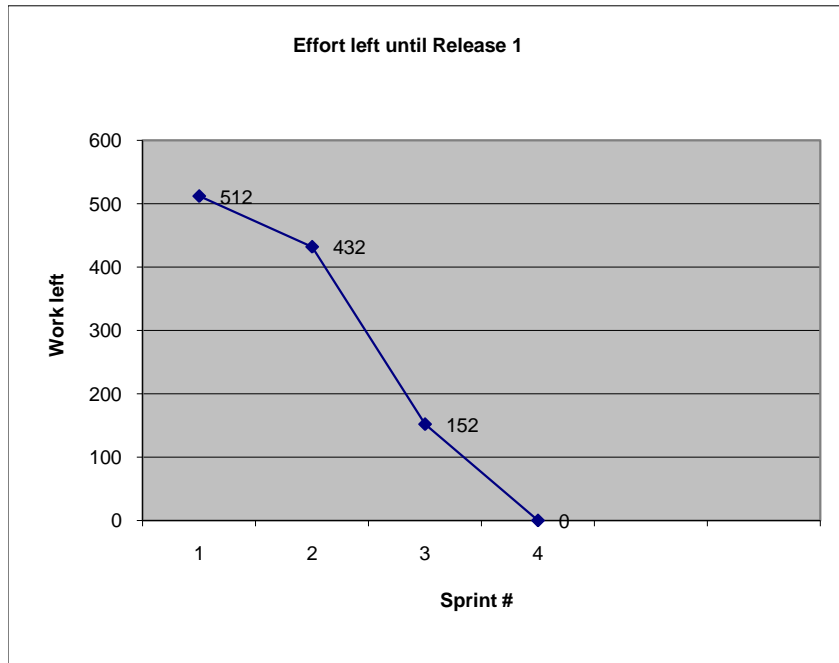


Figure 1. Effort left for release 1

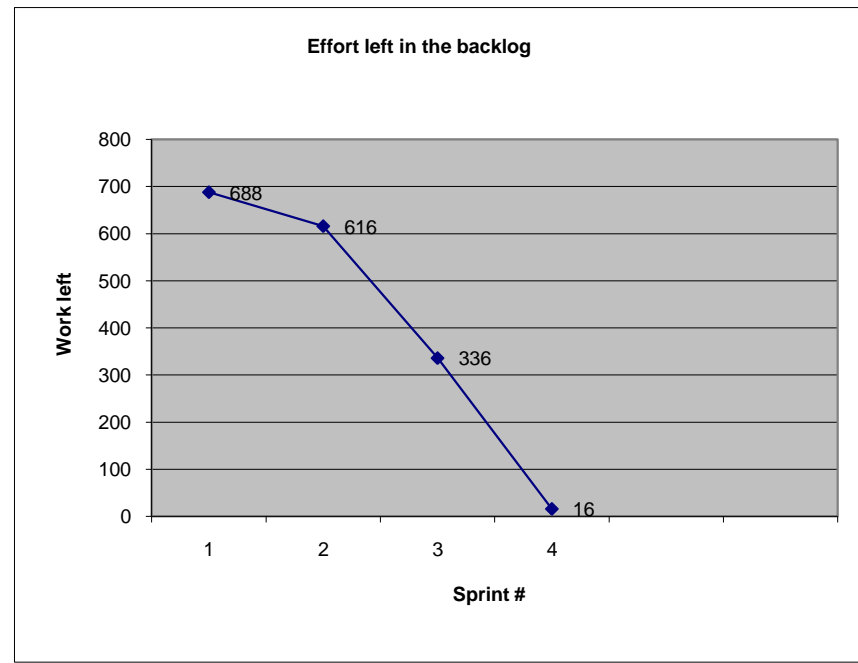


Figure 2. Effort left in product backlog