

The Life of a Self-taught Software Developer

Agile Tracking Sheet

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Table 1: User Story Summary

User Story ID	User Story	Completeness Criteria	Effort Estimate (hours)	Priority	Worked in Sprint (Estimated)
1	As a developer I want to create all classes to be able to run my code.	All classes exist with all attributes. All methods exist but are not yet functional.	5	1	1
2	As a developer I want to load all of the computer types from a file.	There is a computer info file created and we load this in to create the computers for the game	2	2	1
3	As a player I want to be able to specify basic information about myself.	The console gives the user a way to enter their name and the program creates a player for them.	1	3	1
4	As a player I want to be able to choose my computer.	The console gives the user a choice of 4 computers(Mac, Windows, Chrome, Linux) and allows the player to choose which computer they want.	1	4	2
5	As a developer I want to load all of the Programming languages from a file.	There is a programming languages file created and we load this in to create the languages for the game	3	5	2
6	As a player I want to be able to choose my programming language of choice.	The console gives the user a choice of 4 programming languages(Java, C, Python, C#) to choose from and specifies which IDE is downloaded for them.	2	6	2
7	As a player I want to be able to choose how I learn how to code.	The console gives the user the choice of how they learn how to code(youtube gives the user no hint free, paid course gives the user a hint)	1	7	3
8	As a developer I want to teach/quiz the player based on their choice of learning method.	If the user chooses youtube, they get no hint whereas if they choose the paid course they get a hint for the same question.	2	8	3
9	As a player I want to be able to interview after I finish learning.	The console will ask you to write a basic line of code in your specified language and determine if you got the job.	2	9	3

10	As a developer I want to generate some reviews for the year which affects anxiety and promotability	The console will display my randomly generated review for the year	3	10	4
11	As a developer I want to tell the user that they will get a promotion if they get a certain question right.	The console will notify the user they're eligible for the promotion and ask a question to determine if they get the promotion	3	11	4
12	As a developer I want to track the player's anxiety level and determine if they lose the game.	If the player's anxiety level reaches 9, the console will display the gamer over message.	2	12	4
13	As a developer I want to be able to promote the player all the way to the CEO level to win the game	The console will display a Win Game message if the player reaches the CEO Level.	1	13	4

Table 2: Sprint Work Summary

Sprint	Backlog	In Work This Sprint	Completed This Sprint
1	4-13	1-3	1-3
2	7-13	4-6	4-6
3	10-13	7-9	7-9
4	none	10-13	10-13

Table 3: Weekly Remaining Effort Estimate (Burn Down Chart)

	Nov 9	Nov 18	Dec 2	End
Planned	28	21	14	9
Actual	28	21	14	9