

Sprint 2 Planning

Document status

RELEASED

Version	Description	Author	Date (DD/MM/YYYY)
0.0	First version of the Sprint 2 planning	Isaac Pedroza Aguirre	02 Oct 2020
1.0	User stories and tasks revision. Adjustment of story points. Release version 1.0.	Isaac Pedroza Aguirre	06 Oct 2020

Sprint period

The second sprint is executed from 29 Sep 2020 to 02 Nov 2020.

Sprint focus

Given that the team already implemented successfully the User Stories 1 and 2 [Product Backlog](#), in this Sprint the team is focusing on the development of a Graphic User Interface (GUI) to show the algorithms for armour location and identification, and on combining both algorithms to achieve better performance.

User stories for the Sprint

#	User story	Priority	Story Points
3	As a member of the robotic team, I want to have a Graphic User Interface (GUI) of the software, so that I can evaluate the computer vision algorithms more easily.	High	36
4	As a member of the robotic team, I want the two algorithms to work in conjunction so that my robot can locate and identify the opponent's armour faster.	High	16
5	As a member of the robotic team, I want to have a second armour location algorithm implementation, so that I can have a different algorithm for performance comparison.	Low	24
6	As a member of the robotic team, I want to have a second armour identification algorithm implementation, so that I can have a different algorithm for performance comparison.	Low	24






Detailed tasks to do

User stories are subdivided into tasks as follows. Just the tasks for **high priority** user stories are included.

#	Task	Approaches/Description	Assigned to	Story Points
3.01	Identify the framework to use for the GUI		Sejin Kim Isaac Pedroza Aguirre AKHTAR KURNIAWAN Jia Yin Che Hao Chang	3
3.02	Design the GUI	Develop design diagrams for the GUI. Features to include: 1. Upload images to the GUI: single upload and batch upload. 2. Run buttons: list of tasks (armour location, armour identification and both) 3. Output board 4. Export button 5. Play buttons (slides show)		5
3.03	Implement interaction with Darknet and the GUI			8
3.04	Uploading images to the GUI			3
3.05	Implement the run buttons			3
3.06	Implement Output board			3
3.07	Implement Export button			3
3.08	Implement play buttons (slides show)			8

4.01	Combine armour location with armour identification			13
4.02	Add combined algorithms in GUI			3

Page Change History

Version	Published	Changed By	Comment
CURRENT (v. 5)	06 Oct, 2020 14:08	 Isaac Pedroza Aguirre	
v. 4	06 Oct, 2020 14:06	 Isaac Pedroza Aguirre	
v. 3	02 Oct, 2020 14:35	 Isaac Pedroza Aguirre	
v. 2	28 Sep, 2020 03:26	 Isaac Pedroza Aguirre	
v. 1	27 Sep, 2020 20:02	 Sejin Kim	