**THEMIS - Scrum Cycle 1 Report**

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Cycle Start-

At the beginning of our first scrum cycle we had initialized most of the skeleton of our program - the basic map and movement were implemented - but the meat of our program still needed to be layered on top of the basic framework. We had scheduled for the following bug fixed/enhancements to be released by the end of the cycle (Issue # & estimated time in parenthesis):

1. Update our questions file to include the questions we intend to ask the user (#1 – 2 hours)
2. Generate a storyline to be followed by the user (#2 – 2 hours)
3. Get UDSIS Button interactable and displaying 3 main screens (#3 – 4 hours)
4. Change map to simulate UD campus (#5 – 5 hours)
5. Create enterable buildings and disallow user from exiting until associated objectives are complete (#6 – 10+ hours)
6. Implement backpack buttons, including planner, etc. (#7 – 2 hours)
7. Implement objective list with progress circles (#9 – 5 hours)
8. Allow user to enter custom info on start screen (#11 – 5 hours)
9. Change height and width to fit android resolution (#12 – 1 hour)
10. Create / Implement audio (#13 – 6 hours)
11. Create Data Analysis class to write data out to CSV file (#14 – 3 hours)
12. Add metric tools to questions to measure right/wrong answer stats (#15 – 2 hours)
13. Write out all the questions to CSV file (#16 – depends on amount of questions)

Said task were broken up into congruous units:

Data: #1, #2, #14, #16

Enhancement/ Bug Fixing: #5, #6, #11, #12

Important implementations: #3, #7, #9, #13, #15

And each member was assigned the following tasks:

Brandon: #1, #11, #16

Chris: #7, #9

David: #14, #15

Kyle: #13

Mark: #5, #6, #12

Will: #2, #3

The only real resource we required was time, which was sparse this cycle according to several team members.

Our testing during this cycle was loose, since our main objective is to simply get the features we need implemented. The small bugs and issues will be dealt with once we have the large chunks of the program in place. Bug fixes will be demonstrated by features being present and working to an extent during manual testing.

During Cycle-

At the midsection of our cycle we had made the following progress:

* 1. Audio creation is complete
  2. Custom Info screen shows
  3. New map made
  4. Custom Icons

Our main obstacle remained time, but smaller bugs were encountered, such as getting the JSON parsing working. The issues on which progress was made were: #5, #11, and #13.

Cycle End-

Between the cycle midpoint and end the following progress was made:

1. Buttons now working
2. Movement between maps / environment enhanced
3. Storyline created
4. Audio implementation

**Our final progress this cycle is detailed below:**

The following issues had been assigned during this scrum cycle and were completed and closed:

1. Update our questions file to include the questions we intend to ask the user (#1)
2. Change map to simulate UD campus (#5 )
3. Create enterable buildings and disallow user from exiting until associated objectives are complete (#6)
4. Allow user to enter custom info on start screen (#11)
5. Change height and width to fit android resolution (#12)

The following issues were **not** assigned during this cycle, but were completed (with estimated time in parenthesis):

1. Statically set NPC locations (#8 - <1 hour)

The following issues were assigned during this cycle and worked on, but are not yet completed (with estimated time remaining in parenthesis):

1. Generate a storyline to be followed by the user (#2 – 2 hours)
2. Implement audio (#13 – 2 hours)
3. Write out all the questions to CSV file (#16 – depends on amount of questions) Implement objective list with progress circles (#9 – 4 hours)

The following issues were **not** assigned during this cycle, but were worked on (with estimated time remaining in parenthesis):

1. Fix movement and make it smoother (#4 – 3 hours)

Finally, the issues that were assigned during this period and were not worked on or too incomplete to be marked as progressed are as follows:

1. Get UDSIS Button interactable and displaying 3 main screens (#3)
2. Implement backpack buttons, including planner, etc. (#7)
3. Create Data Analysis class to write data out to CSV file (#14)
4. Add metric tools to questions to measure right/wrong answer stats (#15)

Performance Analysis-

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tasks Completed | Tasks Progressed | Incomplete Tasks |
| Brandon | 1, 11 | 16 |  |
| Chris |  | 9 | 7 |
| David |  |  | 14, 15 |
| Kyle |  | 13 |  |
| Mark | 5, 6, 12 |  |  |
| Will |  | 2 | 3 |

Team Analysis-

Specific sections of the program still need heavy amounts of work: user customization, data storage and retrieval, question interface, and game buttons are examples of parts of Themis that need attention. Next cycle we will need to reevaluate tasks, set more specific goals, and organize them into more isolated categories.

Overall, most members have at least made progress to their assigned work. The project’s pace seems on track with the deadline, and although some tasks that were assigned this cycle are incomplete, the amount of progress made puts us on schedule. There is still a large amount of work to be done, and our overall vision is ambitious, but our current rate of work seems appropriate to get all implementation and issues worked out in time.