Sprint #4 Plan

Product Name: Cellular Automata Simulator/Creator

Team Name: The Cellulites

Sprint Completion Date: December 2, 2018

Revision Number: #1

Revision Date: November 19, 2018

Goal:

By the end of the fourth sprint, we want to have all the components to our site up and running. We want to spend the days near the end of our sprint working towards cleaning up the site and making it look presentable. As well as testing all the CA's and functionality of the site to ensure that there are no bugs.

Task listing, organized by user story:

User story 1: (story points: 40)

As a power user, I would like to have some file directory system which I can use to switch between different rulesets to examine, compare with, and work on them simultaneously.

- Have code that can read the literal text that is in the files on the site
- Make a widget that can display icons(or just display file names) which can be clicked to view the literal text that is in a particular file
- Have code that can create new files on the site(and also add it to the widget)
- Have code that will evaluate the javascript code in a file as a function that can be used in the simulator module-like.
- Save CA into Local Machine(as 3/4 different files probably)

Total time for user story 3: 15 hours

User story 2: Guided Tutorial (story points: 25)

As a new user, I need a nice and easy way to learn how to use the site (a guided tutorial) so that I can simulate my own ideas for a ruleset and become educated on the cellular automata.

- Write up the guided tutorial explaining the functionality.
- Create detailed and helpful images off the site for the user to follow along

Total time for user story 1: 10 hours

<u>User story 3:</u> (story points: 25)

As a team whose product deadline is approaching, we should polish up the website and make sure to tie any loose ends.

- Make sure AWS buckets are the same and display what is needed.
- Integrate the remaining features that are not yet all put together.
- Spend time testing out all our features in search of bugs.

• Show our site to people outside the group to ask for their opinions for minor adjustments. Total time for user story 2: hours

Team roles:

Vadim Pelyushenko: Product Owner, Coordinator, Language Developer

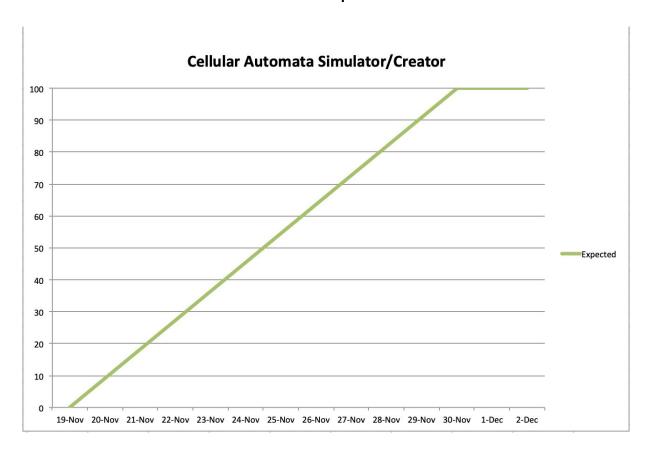
Volha Hancharova: Web Master

Ismael Chavez III: Tool Coder, Assistant Language Developer

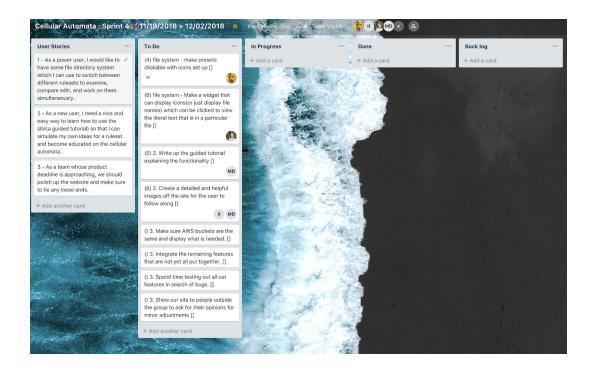
Maia Dupuis: UI Development

Annie Shen: Language Developer, File Expert, Scrum Master

Initial burnup chart:



Initial Scrum Board:



Scrum times:

Monday 5:30 pm | Wednesday 5:30 pm | Friday 11:00 am