Sprint #1 Plan

Product Name: Cellular Automata Simulator/Creator
Team Name: The Cellulites
Sprint Completion Date: October 21, 2018
Revision Number: #1
Revision Date: October 10, 2018

Goal:

By the end of the first sprint, we should be familiar with the concept of a what a cellular automata is, with how it works, and know how some well-known CAs look. We also need to learn how to use HTML, CSS, JavaScript, and Bootstrap to a point where we can at least have a website running with a single type of CA running on it.

Task listing, organized by user story:

User story 1: As a team, we would like to decide on what technologies we will be using for the project.

- Task 1: The story sufficiently describes this first task (1-2 hours)
- Proceed to learn said technologies. (~10 hours)

Total for user story 1: 11-12 hours

User story 2: As a developer, I need to create the design of the system that we will be implementing.

- Make a sketch of what precisely we want the site to look like for the user (1 hour)
- Create documentation/diagram which abstractly illustrates the way that different parts of the site code-wise will interact(in an object-oriented matter). Note that this will also be where we decide how exactly to partition the coding work amongst ourselves (2 hours)
- Specify the data and behavior that is relevant to the interaction between the different components of the site (3 hours). Essentially, establish contracts for behavior between the components.

Total for user story 2: 6 hours

User story 3: As the product owner, I want to see the site up with something of substance on it.

- Get something that will host the site (1 hour)
- Slap together enough code to get just one cellular automata working that will run automatically upon entering the site. No other functionality expected. (4-5 hours).

Total for user story 3: 5-6 hours

User story 4: As a student, I want to have a list of cellular automatas that I can choose to simulate and explore some well known cellular automatas that already exist.
- Determine which cellular automatas to include in the list (0.75 hours)
- Write the code necessary to run the cellular automatas we've selected, and add some simple if/else-if/else logic to make switching them out simple. (3 hours)
- Create a drop-down list component on the site that will tell the grid to start simulating a different cellular automata (1 hour)

Total for user story 4: 4.75 hours

Team roles:

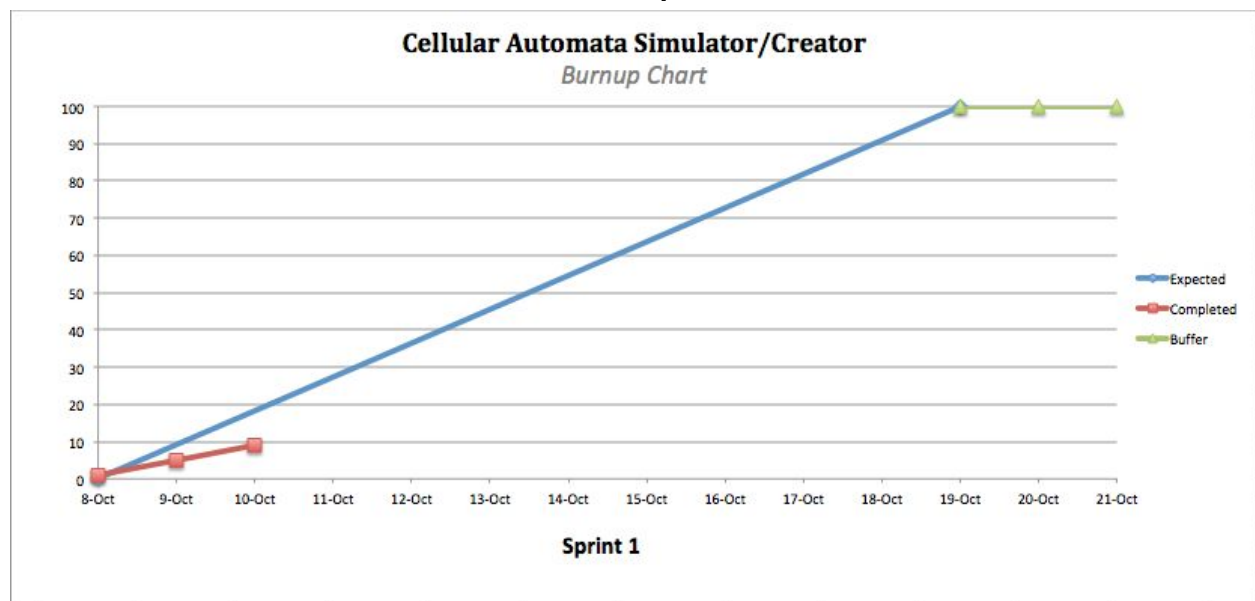_Vadim Pelyushenko:_ Product Owner, Coordinator, Language Developer
Volha Hancharova: Initial Scrum Master, Web Developer
Ismael Chavez III: Tool Coder, Assistant Language Developer
Maia Dupuis: UI Development
Annie Shen: Language Developer, File Expert

Initial burnup chart:

Initial scrum board:

Scrum times:
Monday 5:30 pm | Wednesday 5:30 pm | Friday 12:00 pm