

Sprint #2 Report

Product Name: Cellular Automata Simulator/Creator

Team Name: The Cellulites

Date: November 4, 2018

Actions to stop doing:

- The team needs to make an effort to have all members present for the scrum because a lot of information is missed when not everyone is present.
- The team needs to stop procrastinating. We are not achieving as much as we planned to do. The team needs to work on overall time management to allow for a more efficient use of time towards the project.

Actions to start doing:

- Letting other team-members know in advance if one can't attend the meeting
- Communicate early if one gets stuck, has other things to do and/or unable to work on certain parts of the project, so other team members can cover for it.
- Start creating more detailed plans for how to get tasks done, and prioritize order in which tasks should be completed.
- Manage things a little more closely in terms of the tasks. Give mini-deadlines for small tasks for ourselves as the sprint goes on.
- Work on one user story at a time, fully complete it, move to the next.
- Try to split the work equally between two weeks. It seems like we getting most of the things done a day or two before the end of the sprint.
- Be more active on communicating with the TA.

Actions to keep doing:

- Keep working together on the project.
- Keep communicating on where they presently are on their portion of the project and how they're stuck - keep asking for help.
- Working hard when we can to get as much as we can done

Work completed:

User story 1: As a developer, I need to create the design of the system that we will be implementing.

User story 2: As the product owner, I want to see the site up with something of substance on it.

Work not completed:

User story 3: 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.

Missing task: Create a drop-down list component on the site that will tell the grid to start simulating different cellular automata.

User story 4: As an experimental individual interested in trying out my own ideas for cellular automata, I want to be able to write my own ruleset to observe and experiment with the emergent behavior of cellular automata.

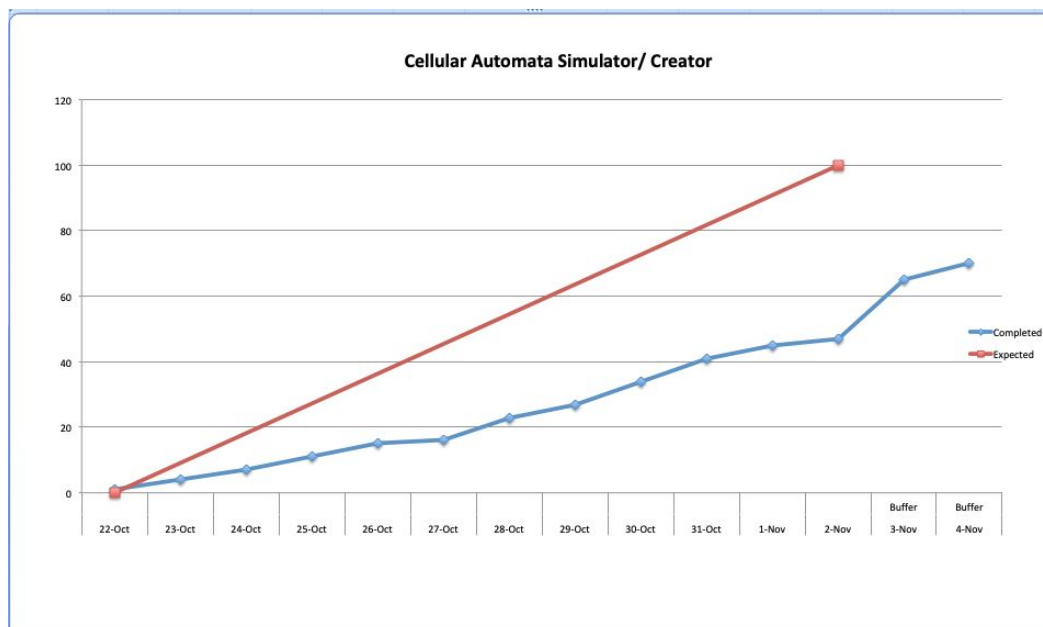
Missing task:

- Experiment with Javascript in terms of getting Javascript code to make more Javascript code. Sufficient experimentation to be able to then be able to start working on making the IDE
- Construct the IDE out of HTML elements or in Bootstrap or however we'll be constructing it.
- Write out the code that will be able to process events that occur from clicking/writing into elements that are part of the IDE widget.
- Make the code that will actually turn the "sugared" code into valid Javascript that can then be used to execute within the Simulator
- Recode the Simulator so that it can use Javascript code from other Javascript files that are made to create the new generations in the Cellular Automata grid.

Work completion rate:

- Total number of user stories completed during the prior sprint: **2**
- Total number of estimated ideal work hours completed during the prior sprint: **35**
- Total number of days during the prior sprint: **14**
- For the previous sprint, the user stories/day and ideal work hours/day: **2-3 hours/person**

BurnUp chart included below:



Scrum Board(Trello) included below:

The screenshot shows a Trello Scrum Board titled "Cellular Automata Simulator : Sprint #2" with a date range of "10/22/2018 > 11/04/2018". The board is organized into five columns: "User Stories (DON'T TOUCH)", "To Do", "In Progress", "Done", and "Back log".

- User Stories (DON'T TOUCH):** Contains four user stories, all marked as "(DONE)".
 - 1. (DONE) As a developer, I need to create the design of the system that we will be implementing. - 6 hrs
 - 2. (DONE) As the product owner, I want to see the site up with something of substance on it. - 5 hrs
 - 3. 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. - 10 hrs
 - 4. As an experimental individual interested in trying out my own ideas for cellular automata, I want to be able to write my own ruleset to observe and experiment with the emergent behaviour of cellular automata. - 20 hrs
- To Do:** Contains four tasks.
 - (2)3 - use conditions to be able to swap out between different CAs upon a drop-down event[]
 - (4 - construct the IDE out of HTML elements or Bootstrap or however we'll be constructing it[]
 - (4 - write out the code that will be able to process events that occur from clicking/writing into elements that are part of the IDE widget.[]
 - (4 - make the code that will actually turn the "sugared" code into valid JS that can then be used to execute within the simulator[]
- In Progress:** Contains two tasks.
 - (2)2 - have an interactive site with web pages with IDE and simulator running on main page.[]
 - Sprint1 - write the code necessary to run the CA we've selected, add some simple if-else logic to make switching them out simple.
- Done:** Contains six tasks.
 - (6)1 - This is one task all on its own, has to be created all at once[4]
 - (1) see if JS can create another JS file [1]
 - (4) translate CA x2 from Java to JS [1]
 - (3)1 - Product documentation file[3]
 - (1)3 - deciding which CA to do[1]
 - (1)3 - some drop down list has to be made[2]
- Back log:** Contains one task.
 - (4)As a student, I want to explanation with visual c that tells me how exactly automata work.[]

The board also features a "Back log" column on the right side, which is currently empty. The interface includes a search bar, a "Boards" tab, and a "Show Menu" button.