Sprint #3 Plan

Product Name: Cellular Automata Simulator/Creator
Team Name: The Cellulites
Sprint Completion Date: November 18, 2018
Revision Number: #1
Revision Date: November 5, 2018

Goal:

By the end of the third sprint, the user will be able to select a list of CA from a nice-looking drop down menu with icons of already-existed CAs. There will only exist one "Run" button on the web page to be able to run multiple different CAs at different times, only one CA running at a time. As well as a stop button that will stop the simulation. The user will be able to edit code and run their modified CA.

Task listing, organized by user story:

User story 1: (story points: 30)
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.
- Use conditions to be able to swap out between different automatas upon a drop-down list event.
- Have only one run button that will correspond to the current selected CA on the website, instead of multiple buttons.

Total time for user story 1: 10 hours

User story 2: (story points: 30)
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.
- Make functions editable and update-able by users.
- Write out the code that will be able to process events that occur from clicking/writing into elements that are part of the ~~IDE~~ text box widget.
- 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.

Total for user story 2: 21 hours

User story 3: (story points:20)
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.

Total time for user story 3: 21 hours

User story 4: (story points: 10)
As an artist I need to be able to save and load rulesets/color schemes so that I can work on designing a ruleset which fits my creative vision across different sessions.
- Design how color scheme will be specified
- Figure out how to use eval

Total for user story 4: 10 hours

User story 5: (story points: 10)
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.
- Text based tutorial with images in a separate tab on the site.

Total for user story 5: 5 hours

Team roles:
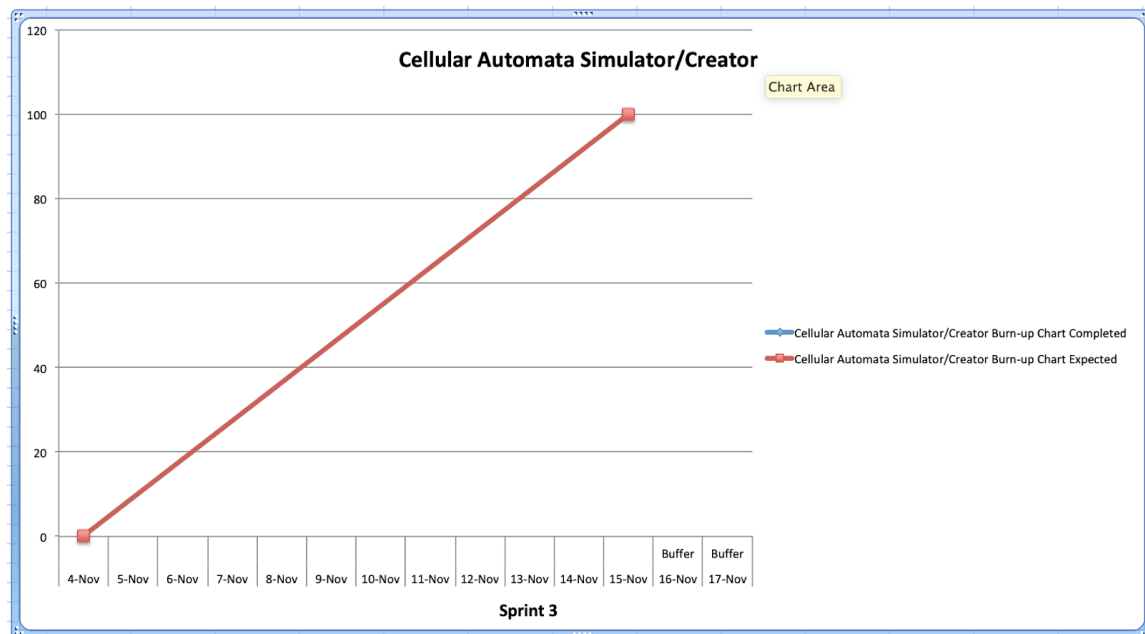*Vadim Pelyushenko:* Product Owner, Coordinator, Language Developer
Volha Hancharova: Web Master
Ismael Chavez III: Tool Coder, Assistant Language Developer, Scrum Master
Maia Dupuis: UI Development
Annie Shen: Language Developer, File Expert

Initial burnup chart:

Cellular Automata Simulator/Creator

Chart Area

— Cellular Automata Simulator/Creator Burn-up Chart Completed
— Cellular Automata Simulator/Creator Burn-up Chart Expected

| | | | | | | | | | | | | Buffer | Buffer |
|4-Nov|5-Nov|6-Nov|7-Nov|8-Nov|9-Nov|10-Nov|11-Nov|12-Nov|13-Nov|14-Nov|15-Nov|16-Nov|17-Nov|

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Initial Scrum Board:

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