

## Sprint #2 Plan

**Product Name:** Cellular Automata Simulator/Creator

**Team Name:** The Cellulites

**Sprint Completion Date:** October 22, 2018

**Revision Number:** #1

**Revision Date:** October 22, 2018

### Goal:

By the end of the second sprint, we should have documentation created regarding how different sections of the website will interact with one another. (Essentially putting our visual representation into words). We should also be able to run a cellular automata with predefined rulesets, as well as with our own rulesets.

### Task listing, organized by user story:

#### User story 1: (story points: 40)

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

- This is one task all on its own, has to be created all at once.

Total time for user story 1: 6 hours

#### User story 2: (story points: 30)

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

- Have an interactive site with web pages with IDE and simulator running on main page.
- Getting one cellular automata running
- Backup code for site to team github repo to allow access for all development team

Total time for user story 2: 5 hours

#### User story 3: (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.

- Some drop down list has to be made
- Some code to detect when the drop down list is being used
- Deciding which Cellular Automata to do
- Write out the code for each cellular automata
- Use conditions to be able to swap out between different automatas upon a drop-down list event

Total time for user story 3: 10 hours

User story 4: (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.

- 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.

Total for user story 4: 20 hours

**Team roles:**

*Vadim Pelyushenko*: Product Owner, Coordinator, Language Developer

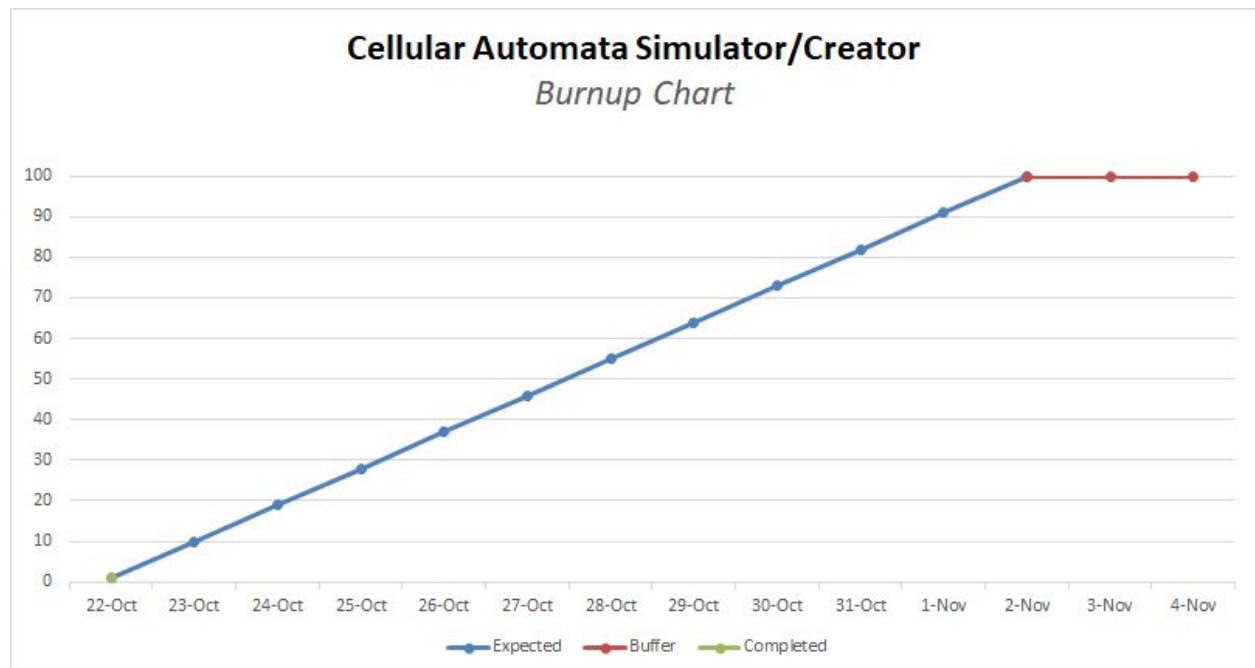
*Volha Hancharova*: Web Developer

*Ismael Chavez III*: Tool Coder, Assistant Language Developer

*Maia Dupuis*: UI Development, Scrum Master

*Annie Shen*: Language Developer, File Expert

**Initial burnup chart:**



### Initial scrum board:

| User Stories   | To Do   | In Process   | Done |
|--|---|--|------|
| As a developer, I need to create the design of the system that we will be implementing.  |   | <ul style="list-style-type: none"><li>• This is one task all on its own, has to be created all at once.</li></ul>                      |      |
| As the product owner, I want to see the site up with something of substance on it.   | <ul style="list-style-type: none"><li>• Getting one cellular automata running</li><li>• Backup code for site to team github repo to allow access for all development team</li></ul>   | <ul style="list-style-type: none"><li>• Have an interactive site with web pages with IDE and simulator running on main page.</li></ul> |      |
| 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. | <ul style="list-style-type: none"><li>• Some drop down list has to be made</li><li>• Some code to detect when the drop down list is being used</li><li>• Write out the code for each cellular automata</li><li>• Use conditions to be able to</li></ul> | <ul style="list-style-type: none"><li>• Deciding which Cellular Automata to do</li></ul>   |      |

|  |  |   |  |
|--|--|---|--|
|  | <p>swap out between different automatas upon a drop-down list event</p>  |   |  |
| <p>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.</p> | <ul style="list-style-type: none"> <li>• Construct the IDE out of HTML elements or in Bootstrap or however we'll be constructing it.</li> <li>• 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.</li> <li>• Make the code that will actually turn the "sugared" code into valid Javascript that can then be used to execute within the Simulator</li> <li>• Recode the Simulator so that it can use</li> </ul> | <ul style="list-style-type: none"> <li>• 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</li> </ul> |  |

|  |   |  |  |
|--|---|--|--|
|  | Javascript<br>code from<br>other<br>Javascript<br>files that are<br>made to<br>create the<br>new<br>generations in<br>the Cellular<br>Automata<br>grid. |  |  |
|--|---|--|--|

**Scrum times:**

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