Iteration 1

Team 18: Kevin Nguyen, Yunlong Wang, Faith Lu, Wanquan Zhang, Sai Fu Lui, Zoe Qiao

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ZenHub – 4 points
2' - Used correctly in tracking progress of Tasks, Stories, and Iterations
2' - Closed at least 12 points of User Stories, e.g., Stories 1 and 2.

https://app.zenhub.com/workspaces/cse-110-team-18-project-625f89b811672c0019432e02/board

Quality Assurance via Continuous Integration – 4 points
2' - At least 1 BDD Scenario test for each of your completed Stories, written and passed on GitHub Actions CI
2' - Written code reviews for your completed Stories
https://github.com/CSE-110-Spring-2022/zooseeker-cse-110-team-18/actions/runs/2381428699

Most of our stories are still in development, and there is nothing testable for us to write BDD scenario tests as of this moment.

For code review, we have been meeting remotely to discuss our code while reviewing our pull requests. One major change that came out of our code review sessions is that we decided to refactor our code. We also reviewed some conflicts that seem to be repeated code. Those were also merged/eliminated during our code review sessions.

Calculation of Velocity – 2 points
*1' - Calculate the project Velocity for the next Iteration**
*1' - Re-plan appropriately and state the plan**

Milestone 2 Tasks

Task	Initial Estimate	Actual Time Taken
19 - Create Gear Icon on each Activity	2	1
20 - Create a dropdown box with options "Brief Directions", "Detailed Directions"	2	1.5
21 - Modify Display Logic on Navigation Activity to consider instruction details	5	2+x
22 - Implement SettingsUtil	4	2+x
15 - Search Bar Autocomplete	4	5+x
23 - Create Back Button	2	1

Task	Initial Estimate	Actual Time Taken
24 - Implement Backtracking Logic	4	2
25 - Create Skip Button	2	1
26 - Implement Skip Exhibit Logic	4	2
27 - Display list of exhibits	3	5
30 - Implement UI using Recycler View showing the summary	4	n/a
31 - Update the summary after user interactions	3	n/a
32 - Get user location from API	4	n/a
33 - Detects when user is off track and prompt to replan	6	n/a
34 - Rework TextToPath Algorithm to fit Detailed Directions & Brief Directions Specification	4	2+x
35 - Fix TextToPath Algorithm to consider direction of travel on an edge	2	1
36 - Double Tap to add Exhibit	3	1
37 - Refactor Class Structure	4	2
38 - Remove Toasts	1	0.25
39 - Implement PlanDatabase for PlanUtil	4	2
Total	**50 (Iteration 1)**	**30.75 + x**

- **Grayed out boxes refer to iteration 2 tasks**
- **"x" stands for the unknown estimated time to finish up an incomplete task.**

There still exist some incomplete tasks, so we will estimate our velocity using the completed tasks and our new estimates for in-progress tasks. Using the information that we currently have, Using the velocity formula, *estimated hours / actual hours*, we can calculate the velocity to be

For our next iteration, we will set our **velocity** to 33/18.75 = **1.76**. Given this calculation, we should set our velocity for our next iteration to **1.76**.

1' - Re-plan appropriately and state the plan*

Since the core functionalities were completed in Milestone 1, we only need to modify or make minor add-ons to our existing features. For that reason, our progress has been staying on track.

We noticed that some minor tasks are underestimated and some are overestimated. However, the overall estimated time seems to stay within a small error margin. For that reason, we will re-estimate our tasks by making only minor changes.

Milestone 2 Tasks (New Estimates)

Task	Initial Estimate	New Estimates
21 - Modify Display Logic on Navigation Activity to consider instruction details **(in progress)**	5	5
22 - Implement SettingsUtil **(in progress)**	4	5
15 - Search Bar Autocomplete	4	2
30 - Implement UI using Recycler View showing the summary	4	3
31 - Update the summary after user interactions	3	3
32 - Get user location from API	4	2
33 - Detects when user is off track and prompt to replan	6	6
34 - Rework TextToPath Algorithm to fit Detailed Directions & Brief Directions Specification	4	4
(New : Low) 40 - Display visited exhibits in Recycler View	n/a	3
Total	34	33

Our updated estimates show that we will need to spend 30 hours to finish everything else, not counting the hours that we have already put in.