



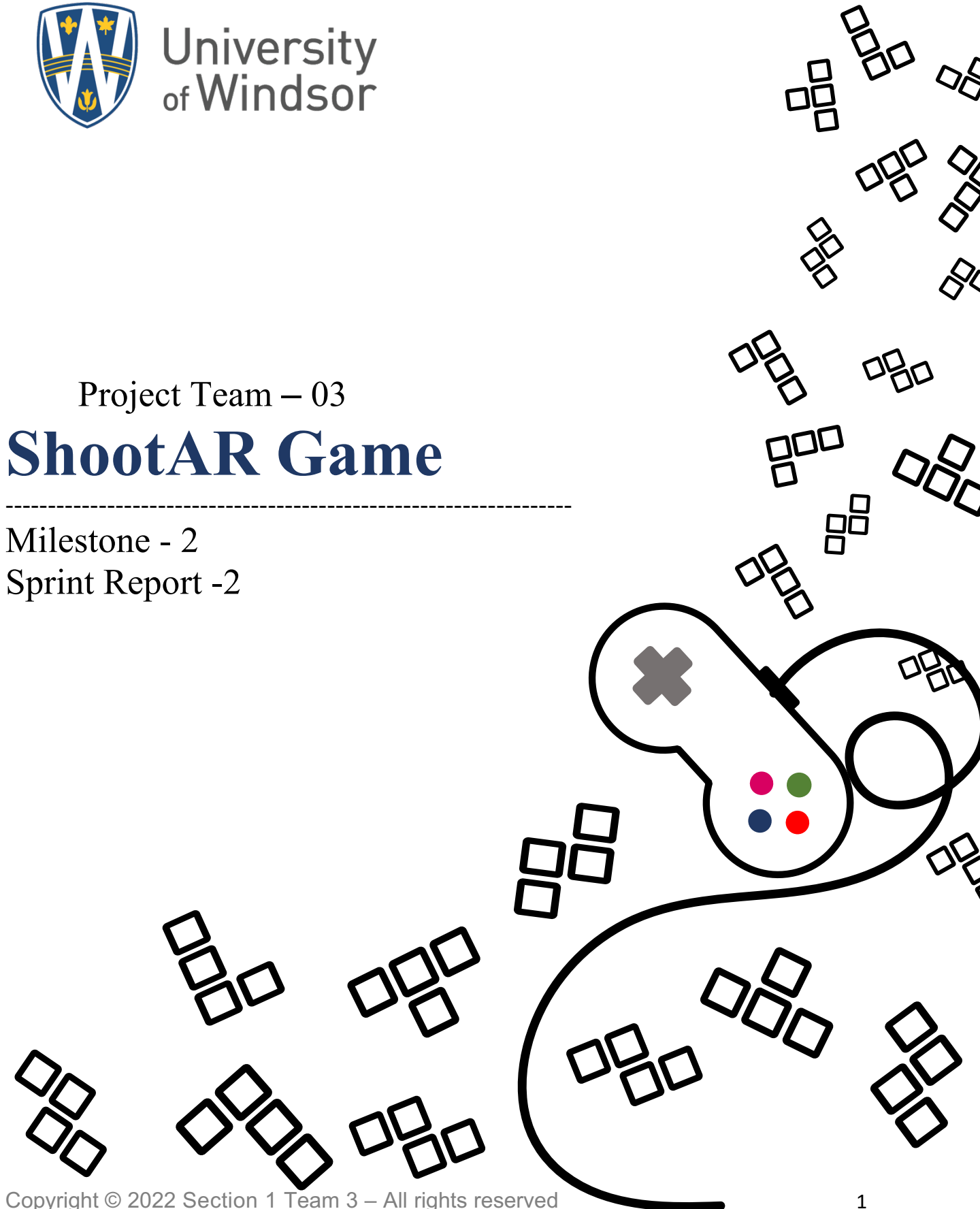
University
of Windsor

Project Team – 03

ShootAR Game

Milestone - 2

Sprint Report -2





Object:

Document Title
ShootAR Sprint Report – 2 (Milestone-2)

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Date : **20-March -2022**

State : **Milestone-2**



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ShootAR Sprint Report – 2 (Milestone 2)

1. Sprint Objective

The main purpose of this sprint is to design and develop the level -1 game scenario. Implement Quality Assurance Plan for warm up and start pages, graphics, timer, background music and game pop ups.

2. Tasks

Jira tickets have been allocated to each team member. The team works on various areas of the project in this manner. Each task was given a priority level, and the tasks were completed in that order.

3. Provisional Planning

fder	Task Name	Expected Start Date	Expected End Date	Expected Duration	Task Dependencies	Expected Assignee
CP8117 P13-77	Documentati on	03-02-2022	04-03-2022	2 days	NA	Mrinal Walia
CP8117 P13-77 (Sub- Task)	SRS Document	03-03-2022	03-03-2022	1 day	NA	Mrinal Walia
CP8117 P13-77 (Sub- Task)	Design Document	04-03-2022	04-03-2022	1 day	SRS document	Sricharan Apparayach eruvu
CP8117 P13-77 (Sub- Task)	Design and analysis diagrams	04-03-2022	04-03-2022	1 day	SRS Document	Krishna Sravanthi Telapudi



CP8117 P13-77 (Sub-Task)	PPT presentation slides	11-03-2022	11-03-2022	1 day	Completion of sprint objectives	Kartik Peddinti
CP8117 P13-81	QAP for warm up page and start page	05-03-2022	06-03-2022	2 days	Development of warmup and start page	Kartik Peddinti
CP8117 P13-81 (Sub_Task)	Testing for Warmup page	05-03-2022	05-03-2022	1 day	Development of Warmup page	Varnita Sharma
CP8117 P13-81 (Sub_Task)	Testing for starting page	06-03-2022	06-03-2022	1 day	Development of starting page	Kartik Peddinti
CP8117 P13-63	Design of Level -1 game and scenario	05-03-2022	05-03-2022	1 day	NA	Krishna Sravanthi Telapudi
CP8117 P13-67	Development of Level-1 game	06-03-2022	07-03-2022	2 days	Design of Level-1 game and scenario	Venkata Sai Vardhan Seepala
CP8117 P13-78	Graphics	08-03-2022	08-03-2022	1 day	NA	Keenel Chirag Shah
CP8117 P13-79	Game pop-ups	09-03-2022	09-03-2022	1 day	NA	Srinivas Peddada
CP8117 P13-80	Game Timer and background music	10-03-2022	10-03-2022	1 day	NA	Srinivas Peddada



4. Effective Planning

Task Id	Original Task	Effective Start Date	Effective End Date	Effective Duration	Task Dependencies	Effective Assignee
CP8117 P13-77	Documentation	03-02-2022	04-03-2022	2 days	NA	Mrinal Walia
CP8117 P13-77 (Sub-Task)	SRS Document	03-03-2022	03-03-2022	1 day	NA	Mrinal Walia
CP8117 P13-77 (Sub-Task)	Design Document	04-03-2022	04-03-2022	1 day	SRS document	Sricharan Apparayachuruvu
CP8117 P13-77 (Sub-Task)	Design and analysis diagrams	04-03-2022	04-03-2022	1 day	SRS Document	Krishna Sravanthi Telapudi
CP8117 P13-77 (Sub-Task)	PPT presentation slides	11-03-2022	11-03-2022	1 day	Completion of sprint objectives	Kartik Peddinti
CP8117 P13-81	QAP for warm up page and start page	05-03-2022	06-03-2022	2 days	Development of warmup and start page	Kartik Peddinti
CP8117 P13-81 (Sub_Task)	Testing for Warmup page	05-03-2022	05-03-2022	1 day	Development of Warmup page	Varnita Sharma



CP8117 P13-81 (Sub_Task)	Testing for starting page	06-03-2022	06-03-2022	1 day	Development of starting page	Kartik Peddinti
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CP8117 P13-80	Game Timer and background music	10-03-2022	10-03-2022	1 day	NA	Srinivas Peddada

5. Review

In a formal meeting, all members of the team assemble to discuss the tasks that have been completed. They attempt to determine whether any other changes are required. The team can show the project's execution and additions during a formal meeting with the client.

6. Retrospective Analysis

The team reviews the problems they faced and the tasks they performed when the sprint is over. This assists the team in recognising and addressing any flaws in future sprints.