Milestone 3

Singularity Software

April 11, 2012

Sprint 2 Backlog

Backlog

Add Story Inline

Filter

Show Closed Items:

Quick Close

of

Title	ID	Owner	Status	Estimate	Detail Estimate	Done	Effort To Do		
~~Emulation: Reload a program~~	~~S-01001~~	Kurtis	Future	3.00				H	Reopen Story
Emulation: Connect UI events to Cube EventHandlers	S-01002	Ethan	In Progress	10.00	10.00	8.50	1.00	H	Quick Close
~~Emulation: Loading a program~~	~~S-01003~~	Kurtis	Accepted	5.00	5.00	5.00	0.00	H	Reopen Story
UI: Cube drag-and-drop with displacement	S-01005	Alex		8.00	8.00	5.00	7.00	H	Quick Close
~~UI: Make rotate buttons not rotate with cube~~	~~S-01006~~	Alex	Accepted	1.00	1.00	1.00	0.00	H	Reopen Story
~~Emulation: Ability to add images to Cubes in programs~~	~~S-01007~~	Kurtis	Accepted	8.00	8.00	7.50	0.00	H	Reopen Story
~~Emulation: Ability to use Sifteo's Data class~~	~~S-01008~~	Richard	Accepted	8.00				H	Reopen Story
~~Learn MVVM~~	~~S-01009~~	Richard	Accepted	4.00	4.00	4.00	0.00	H	Reopen Story
~~Sprint Write-Up~~	~~S-01010~~	Alex, Kurtis, Ethan, Richard	Accepted	6.00				H	Reopen Story

Sprint 3 Backlog

Current:	Weeks 6 - 7	4/28/2012	32.00	8.00	7.00

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Move to Sprint 1-6 of 6

UI: Cube drag-and-drop with displacement	S-01005	Alex	8.00	8.00	7.00	Plan Story
Emulation: Implement Sound class	S-01014	Kurtis	8.00			Plan Story
Emulation: Implement MathExt structs	S-01015	Richard	4.00			Plan Story
Emulation: Implement Mathf class	S-01016	Ethan	4.00			Plan Story
Documentation: Milestone 4	S-01021	Alex, Kurtis, Ethan, Richard	6.00			Plan Story
Prepare Project for Shipping	S-01022	Alex	2.00			Plan Story

Move to Sprint 1-6 of 6

Test-Driven Development

Framework

We used the Silverlight Unit Test Framework made available by Microsoft at http://silverlight.codeplex.com/releases/view/78435. We chose it because it ios designed by the same people who work on the Silverlight runtime and was therefore easy to integrate into our solution. This easy integration kept the amount of time required for TDD setup low.

Effects on Development

We found that TDD didn't really slow down our development process significantly. Because we're still unfamiliar with many of the intricacies of the Sifteo API, there was and continues to be a lot of time spent simply understanding what each API class does before we start to implement it. In this regard, TDD was very helpful because it forced us to understand each class as we implemented the tests for it. This in turn tended to ensure that we understood each class in small increments instead of struggling to comprehend the entire class all at once.

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TDD didn't really have an opportunity to improve our design decisions because most of the development we're doing at this point directly mirrors the Sifteo API structure. Mainly, the process helped us ensure more complete coverage of the API.