Team #8

Team Member Name	PID	UCSD Email ID
Aditya Srinivasan	A11988867	apsriniv@ucsd.edu
Timothy Walker	A14191564	t1walker@ucsd.edu
Matthew Davis	A13050499	mcdavis@ucsd.edu
Jorge Avila	A14226029	j3avila@ucsd.edu
Maksym Voskresenskyy	A92428487	mvoskres@ucsd.edu
Trevor Miller	A12973626	tem002@ucsd.edu

Milestone 1 - Planning Phase

Risk Analysis

Risk: Team can't meet enough
Description: Meetings do not last enough time (1-2 hours)
Severity: High
Resolution: We will meet in smaller breakout groups as needed throughout the week
Status: Resolved

Risk: No Android Experience
Description: Nobody on the team has experience developing Android Apps
Severity: High
Resolution: We will factor this into our velocity in the first couple weeks
Status: Resolved

Risk: Varying schedules for the team
Description: Some team members mentioned weeks with other class projects, midterms or assessments. These weeks may cause developmental delays.
Severity: Medium
Resolution: We will have to plan ahead and make up for lost time, or factor this into a weekly velocity assessment.
Status: Resolved

Risk: A lack of backend experience
Description: Most members do not have a lot of experience working with backend
Severity: High
Resolution: The two people who are more familiar will be more focused on backend rather than Android development.
Status: Resolved

Risk: MVC3 changing project requirements
Description: During the project, after all planning is complete, MVC3 changes something that requires us to change many of our plans
Severity: High
Resolution: We can mitigate this by including MVC3 in the planning process and have a thorough understanding of what MVC3 wants. During development, the team must have a solid grasp of the current work in the iteration and what can be managed in one iteration. Once this is in place, when a last minute input from MVC3 occurs we are able to quickly decide as to if it is possible. If we can not incorporate the request then we need to explain why and get MVC3's priorities.
Status: Resolved

Risk: Differences in work style between team members
Description: One member may prefer a rigid structure the workflow while someone may just prefer to "wing it"
Severity: Low
Resolution: While this is a risk that is guaranteed to be encountered, solid communication between team members and an understanding that each person brings a different perspective and skill set to the project ensures that team members will be able to adjust to each other's work style.
Status: In progress

Velocity Estimate:
0.5
Since our teams schedules do not line up very well, we are heavily concerned with how much time we will be able to work on the project as a team. We will make efforts to meet as much as possible, but we will likely tend to meet for smaller amounts of time per session. This will increase the overhead of each meeting, lowering our overall productivity. In addition, no team member has significant experience with android development so we know that we will be slower working on the project as we will need to learn as we go.
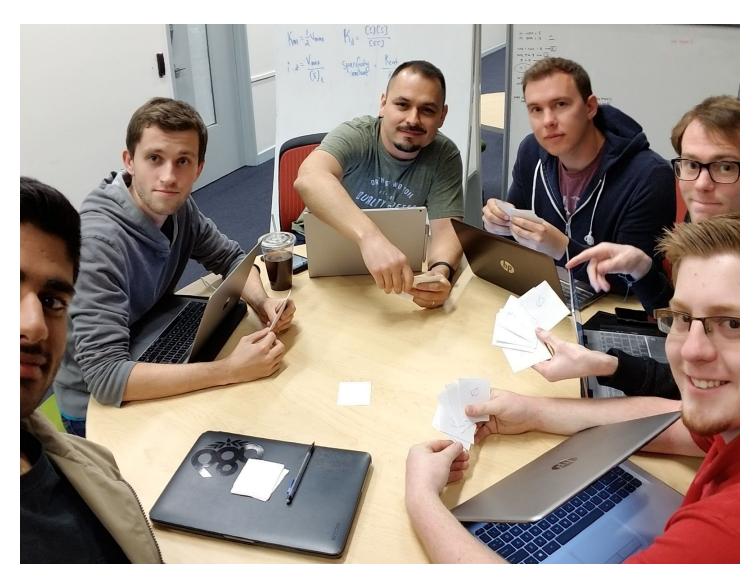

Planning Poker

Our decided unit of work time is person hours. We will do all of our coding in pairs which should boost productivity and code accuracy.

Story #	Name	Hand(s) Time in person hours	False Assumptions Uncovered
1	Selecting A Song to Play in Playback Mode	8, 8, 5, 7, 5, 6 8, 8, 8, 8, 8, 8	**Listing all songs available or starting with one**
2	Selecting an Album to Play in Playback Mode	5, 10, 3, 8, 5, 3 6,10,6,6,6,6 6,6,6,6,6,6	**Having Story 1 done would make this one easier.**
3	User navigates between Flashback and Playback modes	5, 3, 5, 5, 3, 5 4, 4, 4, 4, 4, 4	**Button vs. Fancy Graphical Menu**

4	User Views Information About Last Time Track Was Played	10, 7, 8, 10, 8, 7 10, 10, 10, 10, 10, 10	GPS coordinates vs. Android landmark-based locations
5	User is listening in Flashback Mode	8, 6, 10, 7, 8, 6 8, 12, 10, 7, 8, 7 8, 8, 9, 8, 8, 8 8, 8, 8, 8, 8, 8	Weighted song probabilities vs. actual point system specified by prof. Date/time comparisons for priority system.
6	Setting Preference for Songs	10, 8, 10, 8, 10, 5 10, 8, 10, 8, 10, 8 10, 10, 10, 10, 10, 10	Song priority system update

Planning poker photo:

URL of ZenHub Project:

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/boards?repos=119615779

User Interface Progressions/Screens (Wireframes):