

Team #8

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Milestone 2 - Planning Phase

Risk Analysis

Risk: Team is getting busier with other classes.

Description: Week 7- Midterms and Finals coming up, teammates will have other commitments

Severity: High

Resolution: We will have to prioritize group meetings and meet in coding pairs as often as possible

Status: Resolved

Risk: No Experience with servers/ Google Plus integration

Description: Nobody on the team has experience developing Android Apps with Google Plus sign on, server usage, friend connectivity.

Severity: High

Resolution: We will factor this into our velocity in the first couple weeks of Milestone 2

Status: Pending

Risk: Current code may need refactoring before adding new capabilities

Description: Mistake could affect the entire program which would be hard to debug.

Severity: Medium

Status: Pending

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

Velocity Estimate:

0.45

We estimated a velocity of .5 for our first iteration. We estimated a total of 120 people hours of work on our first iteration which would result in an achieved velocity of around .4. This time around, we all have experience navigating and have the basic UI structure of our app finished. Adding a stored data server as well as single sign-on capabilities will be new for all of us so we will estimate our velocity at .45 to account for the quarter coming to an end and our other commitments.

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)	False Assumptions Uncovered
1	Listening in Vibe Mode	6	
1A	Change code for FB Mode to fit Vibe Mode description	3, 3, 2, 2, 1, 1 2, 2, 2, 2, 2, 2	What exactly is required to complete this task. No list view here.
1B	Download songs preemptively but play local songs when no network connection is available	8, 7, 4, 5, 5, 5 5, 4, 3, 3, 3, 3 4, 4, 4, 4, 4, 4	This code only calls other code to download or plays local song if downloaded already
2	Restart App in Last Mode	6	
2A	Store song player mode when app closes	7, 3, 3, 3, 2, 1 3, 3, 3, 3, 3, 3	Method for storing last player mode used.
2B	Open app into stored mode (last mode)	5, 3, 3, 2, 2, 2 3, 3, 3, 3, 3, 3	The above task is storing this is loading
3	User Downloads Music to Listen To	21	

3A	Download music files through app from a user supplied URL	6, 4, 3, 10, 10, 6 7, 7, 7, 7, 7	Permissions for files outside of app.
3B	Create UI for downloading songs on demand	10, 7, 7, 7, 6, 5 10, 10, 10, 10, 10, 10	Where is list of songs coming from?
3C	Import songs to app from folder	7, 4, 4, 5, 2, 3 4, 4, 4, 4, 4, 4	Previously songs were kept in res/raw this folder is in outside file system.
4	Connect with Other Users	22	
4A	Sign in to Google Plus	10, 5, 5, 4, 2, 2 4, 3, 3, 3, 2, 2, 3, 3, 3, 3, 3, 3	Issues with loading activity (from our app)
4B	Get friends information (Google plus friends, data in Firebase)	15, 12, 10, 8, 8, 8 15, 15, 15, 15, 15, 15	This information would be used to update Vibe Mode. How do we store and retrieve user data from firebase.
4C	Settings menu for updating privacy setting for user to anonymous and store this information	5, 4, 3, 2, 2, 2, 4, 4, 4, 4, 4, 4	Does this information need to be uploaded to firebase.
5	User views songs in the to be played queue	11	
5A	Create UI for “to be played” queue	7, 7, 5, 5, 5, 5 6, 6, 6, 6, 6, 6	This only shows songs, does not need to be selectable.
5B	Dynamically update “to be played” queue as priorities change	5, 5, 4, 8, 6, 3 5, 5, 5, 5, 5, 5	When will this be updated
6	User views information about the last time this song was played	5	
6A	Access last played information about a song	4, 3, 2, 3, 2, 2 3, 3, 3, 3, 3, 3	Access only
6B	Display the last played information with user name	2, 2, 2, 1, 1, 1 2, 2, 2, 2, 2, 2	Display only

Planning poker photo:



Zenhub

- *Zenhub Board:*
<https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/boards?repos=119615779>
- *Burndown Chart:*
<https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/reports?report=burndown&milestoneId=3149402&showPRs=false>
- *User Stories:* Insert links to user stories, make sure they are also linked to their respective tasks
 - <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/57>
 - <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/59>
 - <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/60>
 - <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/61>
 - <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/62>
 - <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/58>
- *Scenario-Based System Tests:* Insert links to Scenario-Based System Tests, make sure they are also linked to their respective user stories and iterations

- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/80>
- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/81>
- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/83>
- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/85>
- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/88>
- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/92>
- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/82>
- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/86>
- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/84>
- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/89>
- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/91>
- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/94>
- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/87>
- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/93>
- <https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-8/issues/90>

User Interface Progressions/Screens (Wireframes):

