PC Master Race: Sprint 3 Backlog
CS 361: Intro To Software Engineering

Backlog Description:
For sprint 3, our group will be focusing on adding the new GRP race to our Chronotimer as well as creating an interface. We will all work collectively to create the new GRP race type and then split the work up for the interface. The parts of the interface are as follows: setting up channels, creating function button and functionality, swap button, display console, numpad, printer, and power button. We will begin by creating the new race feature and then creating the interface around our Chronotimer.

Backlog Items

Item	Story	Status	Demo Ready
Chronotimer	We have implemented the commands POWER, EXIT, RESET, TIME, DNF, CANCEL, TOG, NUM, EVENT, NEWRUN, ENDRUN, and TRIG into ChronoTimer.	F	Y
Racer	The racer class holds the racer's bib number and a getBib method.	F	Y
Sensor	The sensor has the capabilities to be set to a Chronotimer as well as has a tripped method.	F	Y
Time	This Time class supports time measurement and has the capability to convert the inputted time into a readable time stamp.	F	Y
TestCases	The test cases will be able to test both the functionality of the above classes and the Chronotimer as a whole.	UNF	Y
RaceQueuer	This class holds a queue of racers and their bib numbers.	F	Y
GRP Event	This event will utilize channels 1 and 2 to time a race event for multiple racers.	UNF	N
Channels	This GUI element allows users to manually select and toggle channels.	UNF	N
Function Button	This button allows the user of the interface to select commands using the display.	UNF	N
Swap	This feature is exclusively for the IND and swaps the next two racers to finish.	UNF	N
Display	This will act to display the output for races, finish times, and commands that a user can select.	UNF	N
Numpad	Used to enter racer bib numbers.	UNF	N
Printer	Prints results of a race.	UNF	N
Power	Toggles the state of the Chronotimer ON and OFF	UNF	N

Contributions

- The following classes have been created for the Sprint and the duty responsibilities are as follows:
  1. Display class – Andy
  2. Group Event – Andy
  3. GUI - Andrew
  4. Function Button – Steven
  5. Channels – Mike
  6. Power – Mike
  7. Printer – Andrew
  8. Numpad – Andrew
  9. Display – Andrew
  10. Swap - Steven