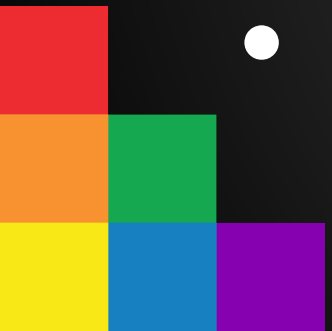
CHINESE CHECKERS

Prepared by Logical Operators
for COSC 3F00
February 6th, 2014

Team Introductions

Using Agile Principles

- Our highest priority is to satisfy the customer through early and continuous delivery of valuable software
- Working software is the primary measure of progress
- At regular intervals the team reflects on how to become more effective then tunes and adjusts its behavior accordingly



Communication

- reviewed the rules and game play of chinese checkers
- brainstormed and built a list of 38 high level use cases

Feature Set	Description	Order	Target Iteration
Game	create a game	1	1
Game	specify game settings (# of players, player color)	2	1
Game	show hotseat game board	3	1
Game	peg animation	4	2
Game	hotseat (offline, no AI)	5	2
Game	close game	6	2
Account	acheivements		
Account	anonymous accounts		
Account	create an account		
Account	edit/delete account		

Feature Set	Description	Order	Target Iteration
Account	friends list		
Account	game history, rank, etc.		
Account	leaderboards/ranking		
Account	login with Facebook		
Account	logout		
Account	message inbox		
Account	password reset (via android ... if poss.)		
Account	profile page		
Admin	admin screen for system analytics		
Admin	EULA + COPPA compliance		

Feature Set	Description	Order	Target Iteration
Game	1st-6th place get points		
Game	AI takes over when user forfeit		
Game	demo mode (to watch AI)		
Game	friend request		
Game	game playback		
Game	in-game chat		
Game	multiple games		
Game	pegs left to win		
Game	play against an AI		
Game	player label		
Game	set music/fx volume		

Feature Set	Description	Order	Target Iteration
Game	timed games		
Game	timeless (long) games		
Game	toggle show possible moves		
Game	turn notification		
Help	"help" section		
Web	app webpage		
	game lobby		

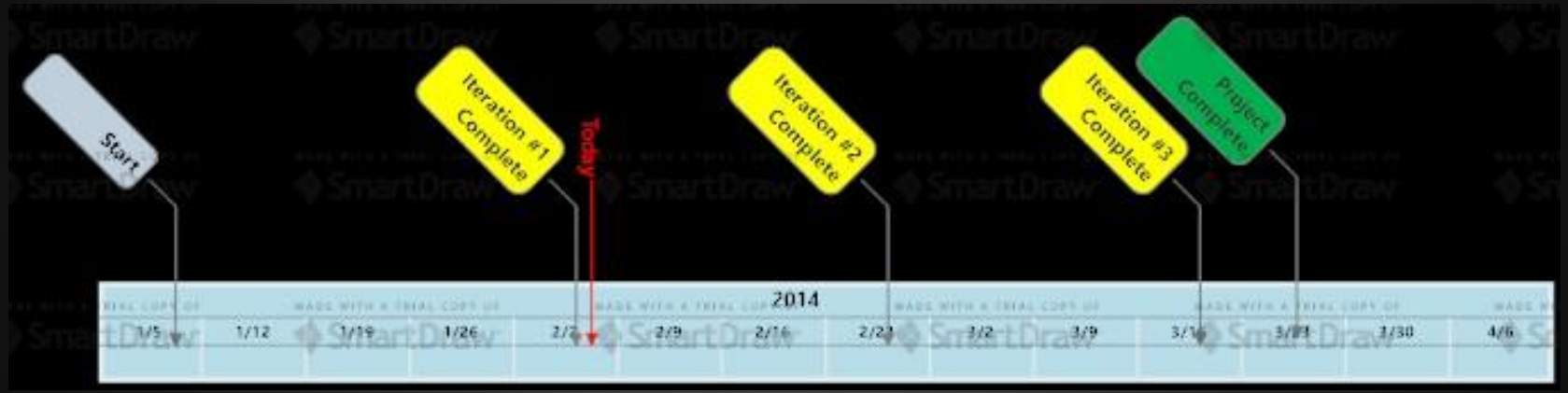
Planning

- Calculated 528 total budgeted hours
- Split budget into time-boxed iterations
- Prioritized the list of use cases
- Pulled highest priority use cases into first iteration
- Decided on tools to use

Team Capacity Calculations

Release Level Plan			**Iteration Level Plan**		
Start	9-Jan		**Iteration #**	**# Weeks**	**Hours**
Finish	27-Mar		1st iteration	4	192
Last Day of Class	4-Apr		2nd iteration	3	144
			3rd iteration	3	144
Work Days	77		4th iteration	1	48
Work Weeks	11				
# of People	8			***Total Hours***	528
Hours/Week/Person	6				
Total Hours	528				

Project Timeline



Tools


Google Drive

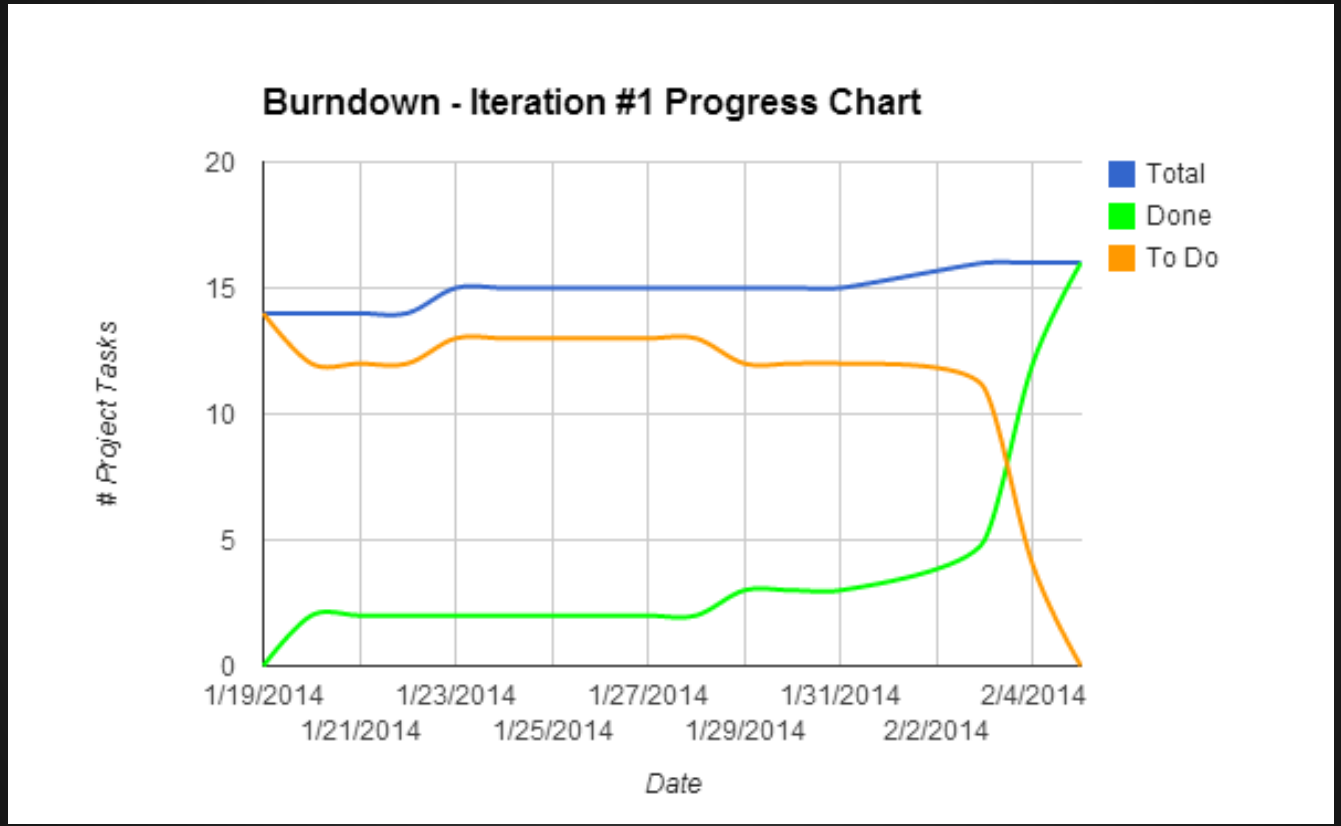

GitHub (https://github.com/kubasub/chinese-checkers)


Android Studio (http://developer.android.com/sdk/installing/studio.html)


SourceTree (http://www.sourcetreeapp.com)

More Tools

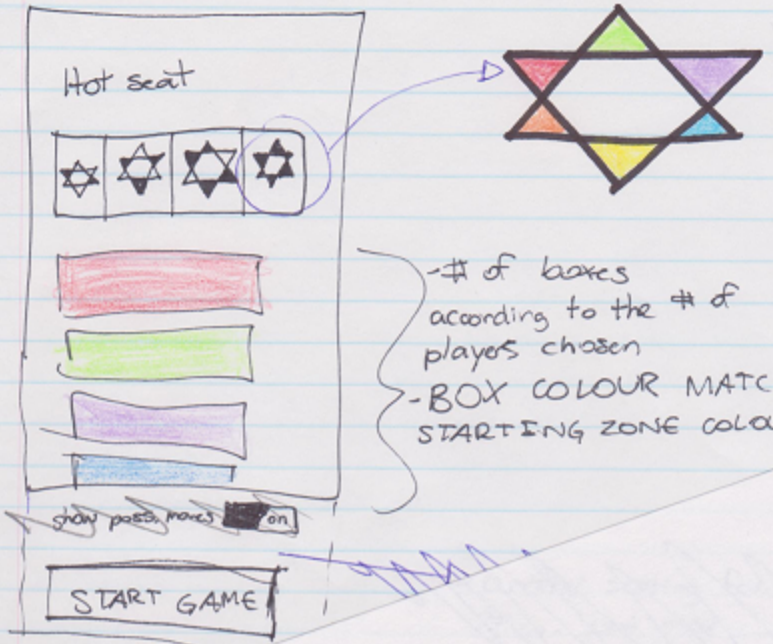
- Paint.NET
- Corel PaintShop Photo Pro X3
- Adobe Photoshop CS5.1
- Pen and paper

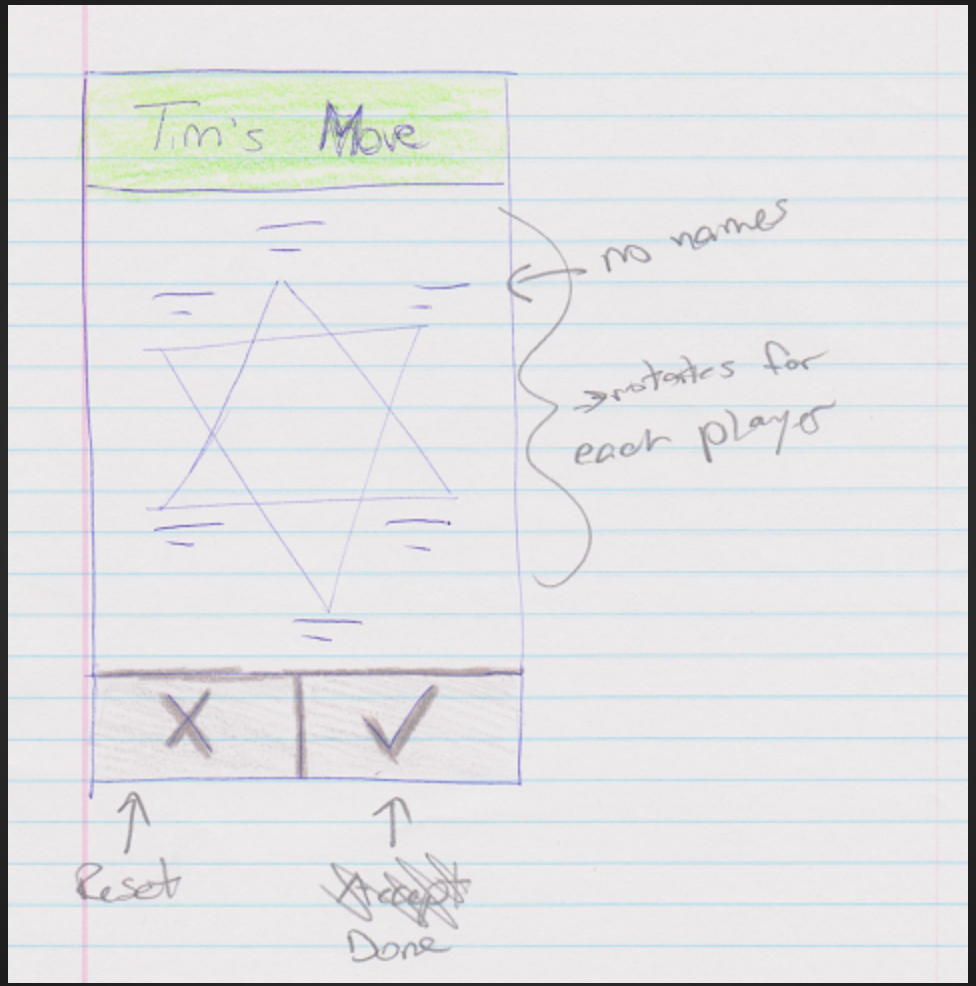

Burndown - Iteration #1 Progress Chart
20
15
10
5
0
Project Tasks
1/19/2014
1/21/2014
1/23/2014
1/25/2014
1/27/2014
1/29/2014
1/31/2014
2/2/2014
2/4/2014
Date
Total
Done
To Do

Design

- Use Cases
- User Interface mockups
- Data Flow and UML
- Test plan

Hot seat game




Tim's Move
no names
rotates for each player
Reset
Done

Construction

- code and unit test
- integration test
- performance test
- stress test
- usability test
- acceptance test

Demonstration

Feedback?
Q&A

Thank you