Time Keeping Methodology Document Project 2

Time Keeping Sheet

Introduction:

For this project, we received another team's "Minesweeper" project and were tasked with extending its functionality. We added a timer at the top of the game, an AI solver that can play the game by itself, and also fixed a few noticeable bugs. As with our last project, we monitored the features we wanted to add using User Stories:

E.g.   As a [user]
            I want [some function]
            So that [There is some benefit]

User Stories of a similar nature can be sorted into an Epic, which is akin to one large user story that would be obviously infeasible to complete within a single sprint. To get a good idea of our project's timeline, our team estimated the amount of time it would hypothetically take to implement each user story. The Planning Poker method worked great for our last project, so we decided to use it again.

Time Estimation Method: Planning Poker

Planning Poker is a common time estimation technique used for user stories. These are the steps our team of 5 took in time-boxing each user story:

1: The user story is presented

2: The user story is discussed and requirements are clarified

3: Team members independently vote on the number of man-hours the user story would take to implement

4: The team discusses the vote and reaches a final consensus time

5: repeat for each user story