

Team #23

Team Member Name	PID	UCSD Email ID
Sherry Wang	A12929392	yuw340@ucsd.edu
Hee Ro Chung	A13007579	hrc001@ucsd.edu
Yihang Cheng	A92039418	yic222@ucsd.edu
Athena Hosek	A13114956	ahosek@ucsd.edu
Cortez Page	A13757567	cvpage@ucsd.edu
Alex Wolf	A12600211	a7wolf@ucsd.edu

Milestone 1 - Planning Phase

Risk Analysis

Risk: Not meeting enough

Description: We do not have a long time in common when we can all meet together.

Severity: High

Resolution: We are going to set aside multiple consistent times per week when we can all meet.

Status: In-progress

Risk: Computer hardware problem

Description: Team members may have technical difficulties with their computers, and these issues may block them from completing their work on time.

Severity: Medium

Resolution: Get help or use the lab computers

Status: Resolved

Risk: No one knows Android music API

Description: No one in our team has worked with music API before

Severity: Low

Resolution: Team members will learn that API through self-study and through completion of our CSE 110 labs.

Status: Resolved

Risk: Time available to work on project too low

Description: Our team is full of people with very busy schedules, and it is hard for us to find time to work on our project.

Severity: High

Resolution: Team members will allocate roughly the same time for 110 every week and update their progress accordingly.

Status: Resolved

Estimation of initial Velocity with justification

Velocity: 0.5

Justification: Our project is new, and we are unsure how smoothly we can adapt to the new development platform. We can choose a conservative estimate so that we will have some extra space to work these problems out. Additionally, with so much unknown information regarding our working efficiency, it is safer to use a lower estimate as estimating too low is less problematic than estimating too high.

Planning Poker

Story #	Story Name	Hand (hours)	Assumptions Uncovered
I	Music Play	12 6 4 3 10 50	High learning curve (assuming we have no experience in working with music in Android); Are we building from scratch? no
	Music Play round 2	10 5 6 3 10 15	API complexity Are we including testing time estimate? Difficulty designing UI in Android Studio
	Music Play round 3	6 10 10 6 10 10	(None) Final estimate ~8
II	Toggle Flashback Mode	2 2 1 2 2 1	(None) Final estimate ~1.75
III	Set to favorite	1 1 1 1 2 2	(None) Final estimate ~1.5
IV	Set to dislike	1 2 1 2 2 1	Does Android Studio have a pre-built double-click handler? Yes
	Set to dislike round 2	1 1 1 1 1 1	(None) Final estimate ~1.5
V	Set to Neutral	1 1 1 1 1.5 1	(None) Final estimate ~1
VI	Flashback Mode	12 20 60 20 10 15	Working out the general steps required to implement How distance priorities are handled (close vs kinda close)
	Flashback Mode round 2	15 20 25 20 18 15	(None) Final estimate ~20
VII	Music Info Display	3 3 1.5 2 8 1.5	Figuring out how to determine address from location
	Music Info Display round 2	3 3 3 4 7 2	Design may be difficult and time consuming
	Music Info Display round 3	4 5 4 4 6 4	(None) Final estimate ~5

This is a picture of our team playing poker together!



URL of ZenHub Project:

<https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-23/boards?repos=119225490>