**Daily Scrum Tool**

This tool runs based on state changes. When a state changed, related function for entire registered layouts, will be called.

**States**

There are five states in the tool.

|  |  |
| --- | --- |
| **State** | **Usage** |
| INITIAL | The first step. All program starts in this state and jumps the others. |
| STARTED | If the button clicked and the state is INITIAL, new state goes this state. |
| NEXTONE | If the button clicked and the state is STARTED or NEXTONE, new state goes this state. |
| TIMEOUT | The state is set when timeout occurs. |
| RESET | If no person remaining, this state is set. |

**Functions**

There is a function for each state. If the state set, related function will be called. Please check the table function relation below.

|  |  |
| --- | --- |
| **If the state set as;** | **Will be called;** |
| INITIAL | handle\_init |
| STARTED | handle\_startup |
| NEXTONE | handle\_next |
| TIMEOUT | handle\_timeout |
| RESET | handle\_reset |

**Layouts**

1. **Menu Layout**

Allows you to load a configuration file.

|  |  |
| --- | --- |
| **Function Name** | **Operation** |
| handle\_init | Import default configuration file. |
| handle\_startup | Checks whether any configurations loaded or not. |
| handle\_next | Does nothing. Reserved for future usage. |
| handle\_reset | Does nothing. Reserved for future usage. |
| handle\_timeout | Does nothing. Reserved for future usage. |

1. **Total Timer Layout**

Renders a label that shows how many times has left. Counts down until given time has come. After timed out, starts the count with red color.

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| --- | --- |
| **Function Name** | **Operation** |
| handle\_init | Clears the label text. |
| handle\_startup | Starts the count down. |
| handle\_next | Does nothing. Reserved for future usage. |
| handle\_reset | Cancels the timer and clears the label. |
| handle\_timeout | Set the red color on the label text and starts the count up. |

1. **Random Name Layout**

Picks a person randomly and displays its name and photo.

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| --- | --- |
| **Function Name** | **Operation** |
| handle\_init | Sets the default photo at the label image. |
| handle\_startup | Loads the names list from given file. |
| handle\_next | Picks a person randomly and sets its name and photo at the related labels. |
| handle\_reset | Sets the default photo and empty string at the related labels. |
| handle\_timeout | Does nothing. Reserved for future usage. |

1. **Button Layout**

Allows you to manage the tool by clicking the button.

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| --- | --- |
| **Function Name** | **Operation** |
| handle\_init | Sets the button text for startup. |
| handle\_startup | Sets the button text for picking next person. |
| handle\_next | Does nothing. Reserved for future usage. |
| handle\_reset | Sets the button text for restarting. |
| handle\_timeout | Does nothing. Reserved for future usage. |

1. **Reaming Timer Layout**

Shows how much time is remained for current speaker.

|  |  |
| --- | --- |
| **Function Name** | **Operation** |
| handle\_init | Sets the label text. |
| handle\_startup | Starts the count down. |
| handle\_next | Cancels the old timer and starts a new one. |
| handle\_reset | Sets the label text. |
| handle\_timeout | Prints a message to tell the speaker its time is over. |

**The Configuration File**

The configuration file is a JSON file that must include some special fields. Please check the table below.

|  |  |  |
| --- | --- | --- |
| **Field Name** | **Type** | **Meaning** |
| time\_for\_each\_person | boolean | Decides whether Remaining Timer Layout will be rendered or not. |
| photos\_folder | string | A directory path that includes the photos. |
| names\_file | string | A file path that includes list of people. (New line separated) |
| total\_timer\_title | string | Title for Total Timer Layout. |
| timer\_for\_each\_person\_title |  | Title for Remaining Timer Layout. |
| meeting\_time | int | How long the meeting should be. |