Team #<20>

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Milestone 1 - Planning Phase

Risk Analysis

1.
Risk: Scheduling risk
Description: We all have different class schedules which limits our meeting time
Severity: High
Resolution: We use when2meet.com to get free times of each member in the group where we can set up weekly meetings easily, and we will do standup meetings after class
Status: Resolved

2.
Risk: Technical risk
Description: Computers might have issues during project, which can hinder our progress in coding, delaying product result.
Severity: Medium
Resolution: Everyone in the group has their own computer, and installed Android Studio.
Status: Resolved

3.
Risk: Skill risk
Description: None of the team members are familiar or experienced with Android Studio.
Severity: Medium
Resolution: Each member will study how to use the IDE and APIs by getting online resources and in-class lab tasks.
Status: In progress

4.
Risk: Emergency risk
Description: Absence of group members in group meetings for emergency reasons, such as illness.
Severity: Small
Resolution: The team members will make sure to communicate the group meetings to the person who is absent. The team members that are not absent should make the group meeting as efficient as it is when the whole group is there.
Status: In progress

5.
Risk: Communication Risk
Description: Since we are only able to meet on weekends, we might have very few communications among team members. There is a possibility that a team member cannot attend class, resulting in the absence of a stand-up meeting, which is scheduled at every end of class.
Severity: Medium
Resolution: We setup Facebook Messenger group to always update progress of each member's tasks.
Status: Resolved

6.
Risk: Project Objective Misunderstanding
Description: Team members can have different perspective of the project prompt. Without frequent meetings and agreeing together on a task, a person can get off track in building the product due to different ideas from other team members.
Severity: Medium
Resolution: Frequent meetings and reaching a same conclusion on every project meetings to avoid conflict of ideas.
Status: In progress

7.
Risk: Commitment Risk
Description: Some group members might drop the class or be off track from the group project.
Severity: Medium
Resolution: Often-Communications between group members so everyone is up-to-date. Even though some member would drop the class for some reasons, make sure he/she communicates well with other group members, and inherits his/her work to other people.
Status: In progress

Team Velocity (efficiency) = 0.4
Since we are all comfortable with Java but not Android Studio, we determine the velocity to be 0.4 during the first iteration, which we will calibrate later on during our next one.

Planning Poker

Note: Photo taken by Darell Hoei

Planning Poker result as follows:

US#	Name	Hand (hours)	False Assumption Uncovered	Notes
1	Music selection w/o flashback	18 24 21 24 20 20	Redundant tasks; Shifted to another user story	
		11 12 12 12 11 10	Not familiar with music selection process	
		12 12 12 12 12 12		Final hand (12)
2	Storing and displaying date, time, and location of each song	15 20 24 10 19 17	Limited experience with Google Location	
		24 24 20 24 24 18	Need to be implemented in both flashback and normal mode	
		24 24 24 24 24 24		Final hand (24)
3	Playing music in flashback mode	20 22 19 19 17 16	Music interface already available from Story #1	
		16 17 17 18 17 18	Google Location can be taken from Story #2	
		16 16 16 16 16 16		Final hand (16)
4	Add a favorite track	13 14 20 15 12	Misunderstanding of favorite track usage	
		9 10 11 9 8 9	Remove assumption team will be fast enough to finish this feature	
		11 11 11 11 11 11		Final hand (11)
5	Skipping a track	14 16 17 13 13 15	Code can be reused from Story #4	
		13 12 10 11 11 10	Give overhead to tasks, taking factor of team velocity	
		12 12 12 12 12 12		Final hand (12)

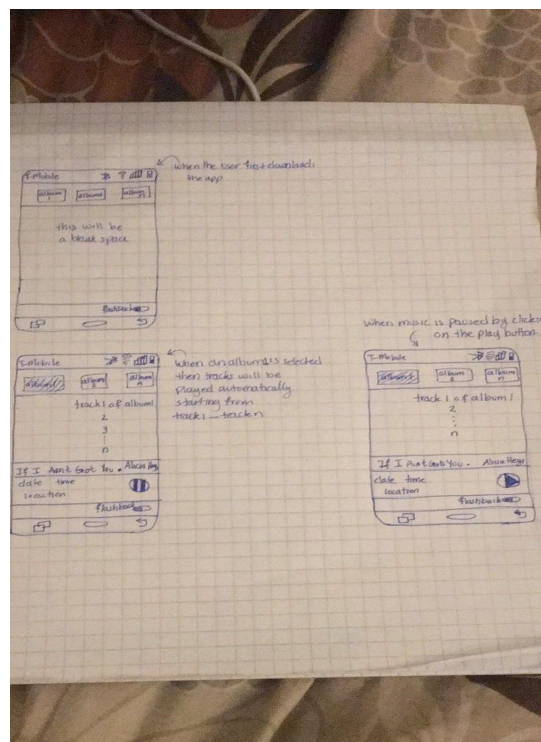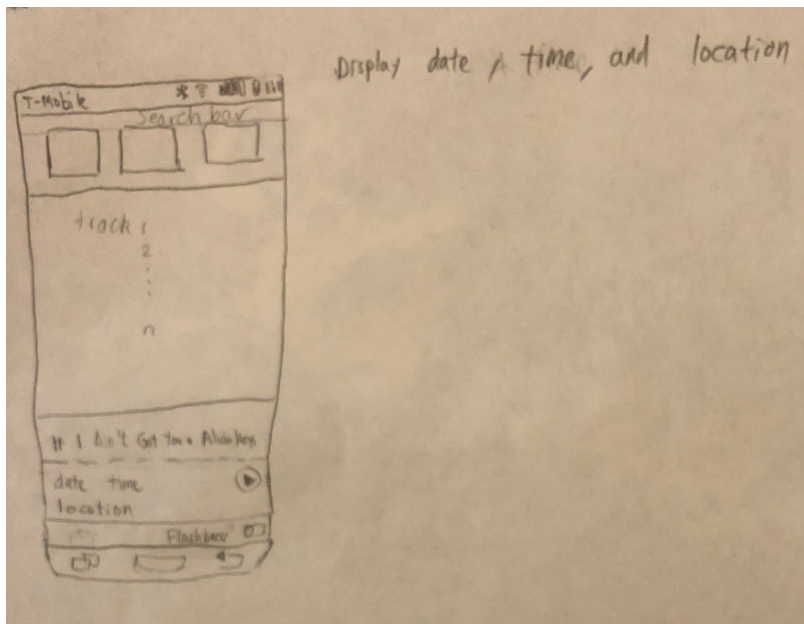| 6 | Put disliked song back to neutral status | 10 11 9 9 8 8 | Code can be reused from Story #5 and #6 | |
| | | 9 9 9 9 9 9 | | Final hand (9) |

URL of ZenHub Project:

User Interface Progressions/Screens (Wireframes)

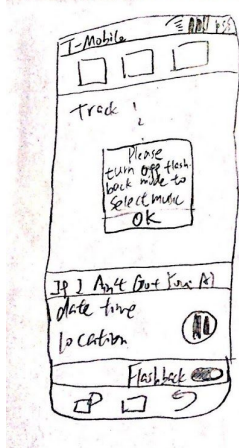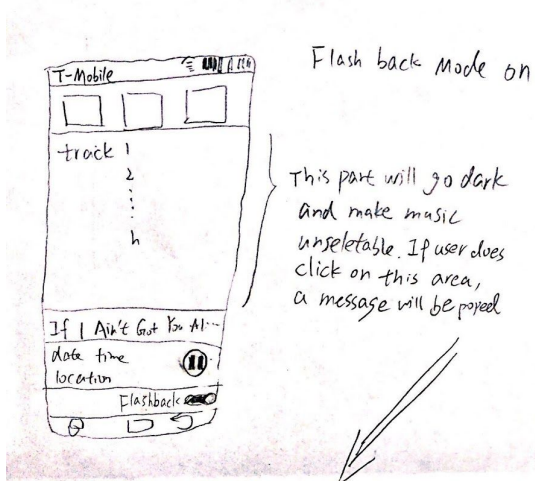*Only if you don't store User Stories in ZenHub, insert here, ordered and labelled by User Story*
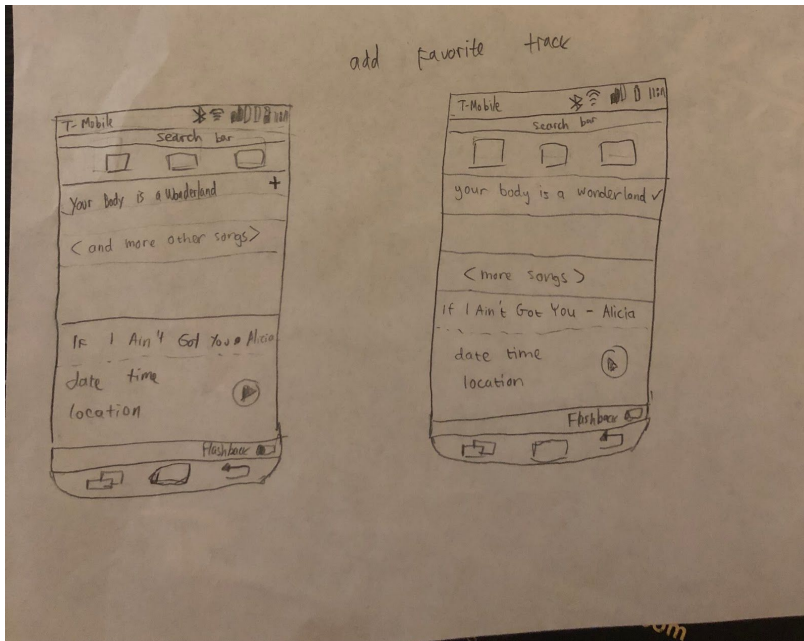
User Story 1: Music Selection Without Flashback

User Story 2: Storing and displaying date, time, and location of each song
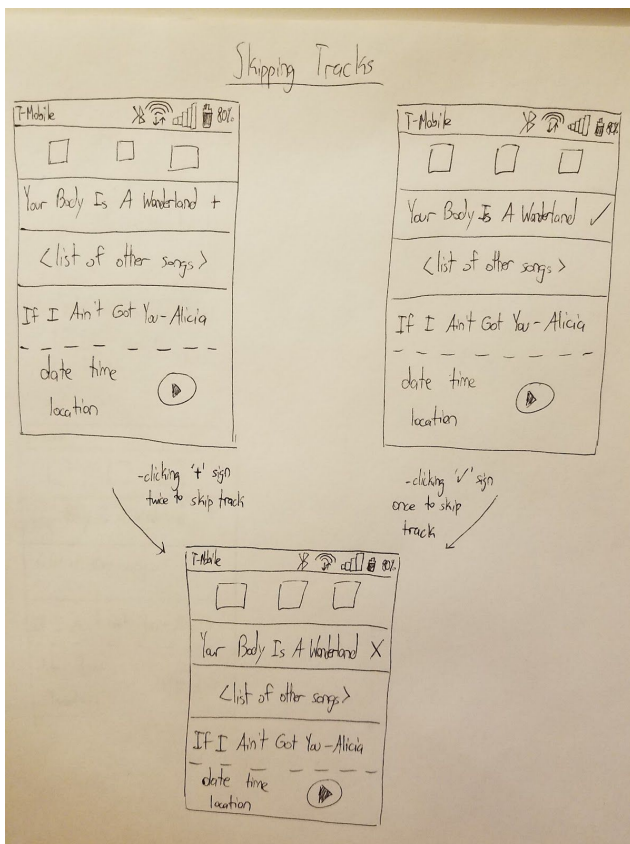

User Story 3: Playing music in flashback mode

User Story 4: Add a favorite track

User Story 5: Skipping a track

User Story 6: Put the disliked song back to neutral status

Returning a song to neutral status

tap 'x' sign to return track's status to the neutral '+'