StandUp Report for Sprint 2 Week 2

Member Name: Mohd Zeeshan Shaikh   **SJSU-ID:** 010027706

What I did since the last daily scrum:

- I am almost done with exploring the design patterns and have a rough idea of how to implement them in my design.
- Started coding for the rough design.

What I plan to do next week:

- Finish coding.
- Start merging all team member's code and test accordingly.

My blockers:

- Midterm preparation – *No longer an issue*.

Team's Burndown Chart:

Daily Scrum Task Board:

Backlog Item	Task	Task Owner	Initial Estimate (Total Sprint Hours = 40 x 5)	Week #1 (10 hrs / week)							Week #2 (10 hrs / week)						
				D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	D14
				10/25	10/26	10/27	10/28	10/29	10/30	10/31	11/1	11/2	11/3	11/4	11/5	11/6	11/7
				200	192	184	176	168	160	152	144	136	128	120	112	104	96
			200	200	195	177	176	173	160	154	148	144	138	129	123	111	102
As a gamer, I want my fish[Nemo] to be able to roam around in the sea so that it could doodge the larger fishes.	Explore Design Patterns	Noman	10	10	10	8	7	6	5	5	4	5	4	4	4	3	1
	Design	Noman	10	10	10	7	8	8	5	7	6	6	6	3	2	2	3
	Code	Noman	10	10	10	10	10	10	10	8	7	8	8	7	7	7	6
	Test	Zeeshan	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
As a gamer, I want my fish[Nemo] to be able to eat gumballs in sea, so that nemo can go to next level.	Explore Design Patterns	Abdul	10	10	9	9	6	7	5	4	7	5	4	3	2	2	2
	Design	Abdul	10	10	10	7	8	8	7	6	8	8	7	6	4	4	2
	Code	Abdul	10	10	10	9	10	10	10	10	10	10	10	9	8	7	6
	Test	Ramya	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
As a gamer, I want the the special effects to appear on the screen so that the game would be more fun.	Explore Design Patterns	Ramya	10	10	9	7	8	6	6	5	4	3	3	3	3	2	2
	Design	Ramya	10	10	10	9	8	9	8	7	5	5	5	6	5	4	4
	Code	Ramya	10	10	10	10	10	10	10	10	10	10	9	8	7	5	5
	Test	Maithili	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
As a gamer, I want the gumballs to randomly appear/fall and bounce so that Nemo can eat and grow stronger.	Explore Design Patterns	Zeeshan	10	10	9	7	6	6	6	5	4	3	3	5	4	2	1
	Design	Zeeshan	10	10	10	8	9	7	7	6	6	5	4	4	3	2	2
	Code	Zeeshan	10	10	10	10	10	10	9	9	8	6	5	4	8	8	7
	Test	Noman	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
As a gamer, I want Fullscreen / Multimedia i.e. audio/video to be incorporated in the game and the score be updated so that I have an awesome interactive experience.	Explore Design Patterns	Maithili	10	10	9	6	6	7	5	6	5	6	6	5	5	4	3
	Design	Maithili	10	10	9	10	10	9	7	7	6	6	6	5	4	4	3
	Code	Maithili	10	10	10	10	10	10	10	9	8	8	8	7	7	5	5
	Test	Abdul	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10

Team Members	Hours per Week
Zeeshan	10 hours / Week
Abdul	10 hours / Week
Maithili	10 hours / Week
Ramya	10 hours / Week
Noman	10 hours / Week
Total Available Hours During Sprint:	200

Kanbanize Board:

[0]	Requested [5/0]	In Progress [15/0]	Done [0/0]	[0]
B A C K L O G				A R C H I V E

Requested [5/0]

ID 88 — mohdzeeshanshaikh
Nemo should roam in sea and dodge the larger fishes - Test

ID 94 — ramya15890
Nemo should eat gumballs and go to next level - Test

ID 97 — maithili2110
Add special effects to the game - Test

ID 102 — nomaanhaikhan
Gumballs should bounce and appear randomly. Nemo should eat qumballs - Test

ID 105 — Malik
implementation of Audio, score updation and fullscreen in the game. - Test

In Progress [15/0]

ID 90 — nomaanhaikhan
Nemo should roam in sea and dodge the larger fishes. - Explore design patterns

ID 91 — nomaanhaikhan
Nemo should roam in sea and dodge the larger fishes. - Design

ID 87 — nomaanhaikhan
Nemo should roam in sea and dodge the larger fishes - Code

ID 93 — Malik
Nemo should eat gumballs and go to next level - Explore Design patterns

ID 89 — Malik
Nemo should eat gumballs and go to next level - Code

ID 92 — Malik
Nemo should eat gumballs and go to next level - Design

ID 95 — ramya15890
Add special effects to the game - Explore Design patterns

ID 98 — ramya15890
Add special effects to the game - Design

ID 96 — ramya15890
Add special effects to the game - Code

ID 99 — mohdzeeshanshaikh
Gumballs should bounce and appear randomly. Nemo should eat gumballs - Explore design

ID 101 — mohdzeeshanshaikh
Gumballs should bounce and appear randomly. Nemo should eat gumballs - Design

ID 100 — mohdzeeshanshaikh
Gumballs should bounce and appear randomly. Nemo should eat qumballs - Code

ID 103 — maithili2110
implementation of Audio, score updation and fullscreen in the game. - Explore design patterns

ID 104 — maithili2110
implementation of Audio, score updation and fullscreen in the game. - Design

ID 106 — maithili2110
implementation of Audio, score updation and fullscreen in the game. - Code