

StandUp Report for Sprint 2 Week 3

Name: Mohd Zeeshan Shaikh

SJSU ID: 010027706

What I did since the last daily scrum:

- Finalized the design and APIs for each team member's assigned classes.
- Started coding for the final design.
- Started basic testing for Nomaan's classes.

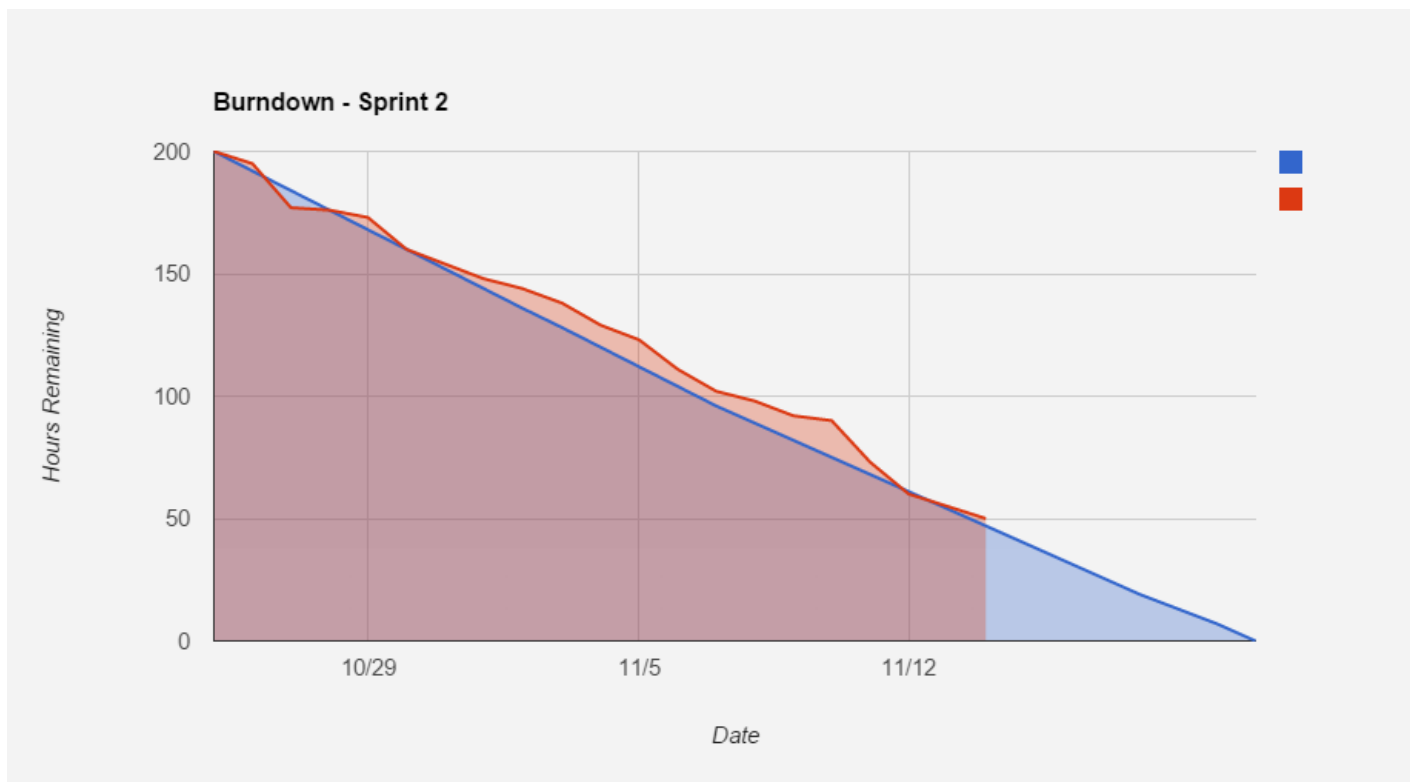
What I plan to do next week:

- Finish coding.
- Merge the code and perform overall testing

Blockers:

- None.

Team's Burndown Chart:



Daily Scrum Task Board:

| | | | Initial Estimate (Total Sprint Hours = 40 x 5) | D1 | D2 | D3 | D4 | D5 | D6 | D7 | D8 | D9 | D10 | D11 | D12 | D13 | D14 | D15 | D16 | D17 | D18 | D19 | D20 | D21 |
|---|-------------------------|------------|--|-------|-------|-------|-------|-------|-------|-------|------|------|------|------|------|------|------|------|------|-------|-------|-------|-------|-------|
| | | | | 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 | 11/8 | 11/9 | 11/10 | 11/11 | 11/12 | 11/13 | 11/14 |
| Backlog Item | Task | Task Owner | | 200 | 192 | 184 | 176 | 168 | 160 | 152 | 144 | 136 | 128 | 120 | 112 | 104 | 96 | 89 | 82 | 75 | 68 | 61 | 54 | 47 |
| | | | 200 | 200 | 195 | 177 | 176 | 173 | 160 | 154 | 148 | 144 | 138 | 129 | 123 | 111 | 102 | 98 | 92 | 90 | 73 | 60 | 55 | 50 |
| As a gamer, I want my fish[Nemo] to be able to roam around in the sea so that it could dodge the larger fishes. | Explore Design Patterns | Noman | 10 | 10 | 10 | 8 | 7 | 6 | 5 | 5 | 4 | 5 | 4 | 4 | 4 | 3 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| | Design | Noman | 10 | 10 | 10 | 7 | 8 | 8 | 5 | 7 | 6 | 6 | 6 | 3 | 2 | 2 | 3 | 3 | 2 | 2 | 2 | 1 | 0 | 0 |
| | Code | Noman | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 8 | 7 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 5 | 5 | 3 | 3 | 3 | 3 |
| | Test | Zeeshan | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 9 | 7 | 7 | 7 | 7 | 7 |
| 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 | 2 | 4 | 1 | 0 | 0 | 0 | 0 |
| | Design | Abdul | 10 | 10 | 10 | 7 | 8 | 8 | 7 | 6 | 8 | 8 | 7 | 6 | 4 | 4 | 2 | 2 | 2 | 4 | 2 | 2 | 2 | 2 |
| | Code | Abdul | 10 | 10 | 10 | 9 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 4 | 4 | 2 | 5 | 4 |
| | Test | Ramya | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 9 | 9 | 9 | 7 | 6 |
| 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 | 2 | 2 | 1 | 2 | 1 | 1 | 0 |
| | Design | Ramya | 10 | 10 | 10 | 9 | 8 | 9 | 8 | 7 | 5 | 5 | 5 | 6 | 5 | 4 | 4 | 4 | 5 | 3 | 2 | 2 | 1 | 1 |
| | Code | Ramya | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 9 | 8 | 7 | 5 | 5 | 7 | 6 | 5 | 3 | 3 | 3 |
| | Test | Maithili | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 8 |
| 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 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Design | Zeeshan | 10 | 10 | 10 | 8 | 9 | 7 | 7 | 6 | 6 | 5 | 4 | 4 | 3 | 2 | 2 | 2 | 1 | 4 | 2 | 0 | 0 | 0 |
| | Code | Zeeshan | 10 | 10 | 10 | 10 | 10 | 9 | 9 | 8 | 6 | 5 | 4 | 8 | 8 | 7 | 7 | 7 | 9 | 6 | 4 | 3 | 3 | 3 |
| | Test | Noman | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 9 | 9 | 9 | 8 | 8 | 7 | 7 |
| 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 | 2 | 2 | 1 | 0 | 0 | 0 | 0 |
| | Design | Maithili | 10 | 10 | 9 | 10 | 10 | 9 | 7 | 7 | 6 | 6 | 6 | 5 | 4 | 4 | 3 | 2 | 2 | 1 | 1 | 0 | 0 | 0 |
| | Code | Maithili | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 9 | 8 | 8 | 8 | 7 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | 3 |
| | Test | Abdul | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 8 | 6 | 4 |
| Team Members | | | | | | | | | | | | | | | | | | | | | | | | |
| Zeeshan | Hours per 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:

| | Requested [0/0] | In Progress [12/0] | Done [8/0] | |
|---------------------------------|-----------------|--|--|---------------------------------|
| B A C K L O G | | <div><div>ID 87nomaanhaikhan</div><div>Nemo should roam in sea and dodge the larger fishes - Code</div></div> <div><div>ID 89Malik</div><div>Nemo should eat gumballs and go to next level - Code</div></div> <div><div>ID 96ramya15890</div><div>Add special effects to the game - Code</div></div> <div><div>ID 100mohdzeeshanshaikh</div><div>Gumballs should bounce and appear randomly. Nemo should eat gumballs - Code</div></div> <div><div>ID 92Malik</div><div>Nemo should eat gumballs and go to next level - Design</div></div> <div><div>ID 98ramya15890</div><div>Add special effects to the game - Design</div></div> <div><div>ID 106maithilii2110</div><div>implementation of Audio, score updation and fullscreen in the game. - Code</div></div> <div><div>ID 88mohdzeeshanshaikh</div><div>Nemo should roam in sea and dodge the larger fishes - Test</div></div> <div><div>ID 94ramya15890</div><div>Nemo should eat gumballs and go to next level - Test</div></div> <div><div>ID 97maithilii2110</div><div>Add special effects to the game - Test</div></div> <div><div>ID 102nomaanhaikhan</div><div>Gumballs should bounce and appear randomly. Nemo should eat gumballs - Test</div></div> <div><div>ID 105Malik</div><div>implementation of Audio, score updation and fullscreen in the game. - Test</div></div> | <div><div>ID 90nomaanhaikhan</div><div>Nemo should roam in sea and dodge the larger fishes. - Explore design patterns</div></div> <div><div>ID 91nomaanhaikhan</div><div>Nemo should roam in sea and dodge the larger fishes. - Design</div></div> <div><div>ID 95ramya15890</div><div>Add special effects to the game - Explore Design patterns</div></div> <div><div>ID 99mohdzeeshanshaikh</div><div>Gumballs should bounce and appear randomly. Nemo should eat gumballs - Explore design patterns</div></div> <div><div>ID 101mohdzeeshanshaikh</div><div>Gumballs should bounce and appear randomly. Nemo should eat gumballs - Design</div></div> <div><div>ID 104maithilii2110</div><div>implementation of Audio, score updation and fullscreen in the game. - Design</div></div> <div><div>ID 103maithilii2110</div><div>implementation of Audio, score updation and fullscreen in the game. - Explore design patterns</div></div> <div><div>ID 93Malik</div><div>Nemo should eat gumballs and go to next level - Explore Design patterns</div></div> | A R C H I V E |