

StandUp Report for Week 1

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What I did since the last daily scrum:

- Project planning: Figured out backlog stories along with the team and assigned them as per knowledge acquisition of sprint 1.
- Explored design patterns and figured out which of those could be implemented for bouncing the gumballs on the sea bed.
- Knowledge sharing and brainstorming session with team to keep one common vision in team.

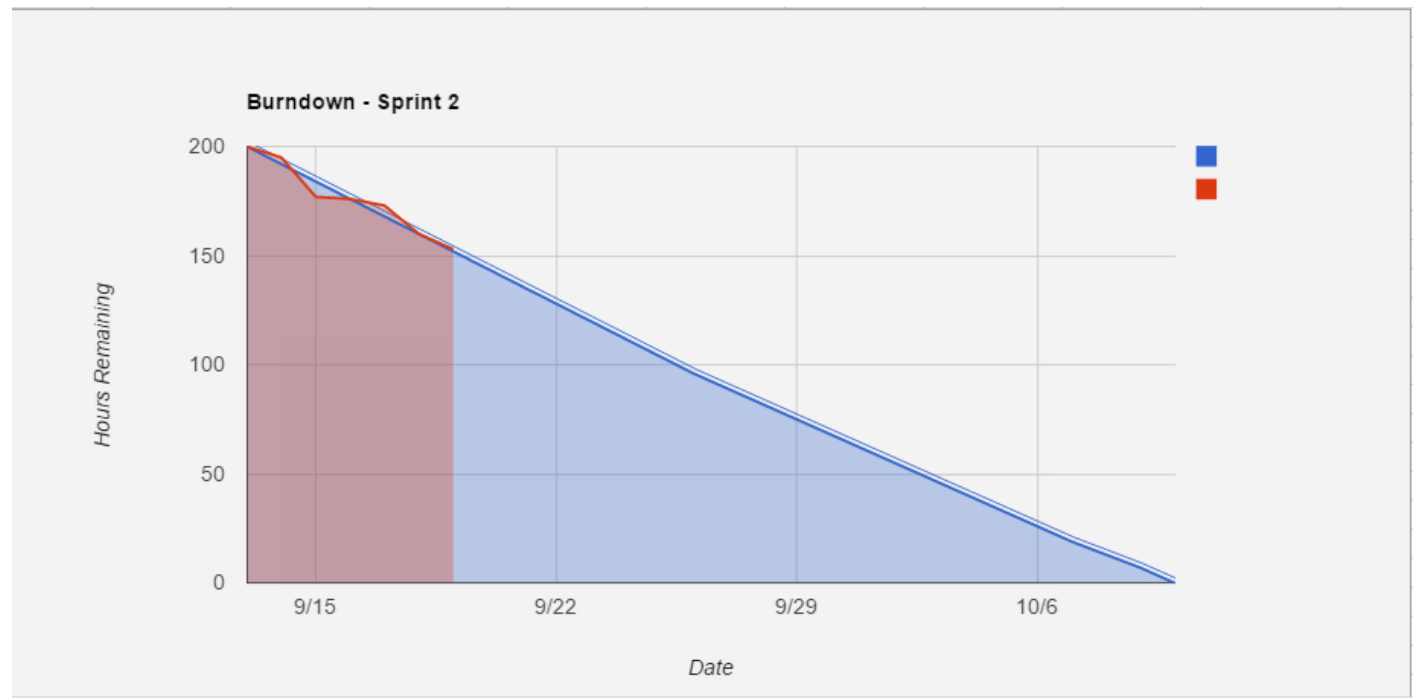
What I plan to do next week:

- Keep exploring the design patterns and design the physics simulation functionality accordingly.
- Merge the designs of the team and have a final design for the application.
- Start coding.

What blockers do I have:

- None.

Burndown Chart:



Task Sheet:

				Week #1 (10 hrs / week)						
Backlog Item	Task	Task Owner	Initial Estimate (Total Sprint Hours = 40 x 5)	D1	D2	D3	D4	D5	D6	D7
				10/25	10/26	10/27	10/28	10/29	10/30	10/31
				200	192	184	176	168	160	152
				200	195	177	176	173	160	153
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
	Design	Noman	10	10	10	7	8	8	5	7
	Code	Noman	10	10	10	10	10	10	10	8
	Test	Zeeshan	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
	Design	Abdul	10	10	10	7	8	8	7	6
	Code	Abdul	10	10	10	9	10	10	10	10
	Test	Ramy a	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	Ramy a	10	10	9	7	8	6	6	5
	Design	Ramy a	10	10	10	9	8	9	8	7
	Code	Ramy a	10	10	10	10	10	10	10	9
	Test	Maithili	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
	Design	Zeeshan	10	10	10	8	9	7	7	6
	Code	Zeeshan	10	10	10	10	10	10	9	9
	Test	Noman	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
	Design	Maithili	10	10	9	10	10	9	7	7
	Code	Maithili	10	10	10	10	10	10	10	9
	Test	Abdul	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									
Ramy a	10 hours / Week									
Noman	10 hours / Week									
Total Available Hours During Sprint:	200									

Kanban Board:

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G

Requested [10/0]

ID 61

nomaanhaikhan

Nemo should roam in sea and dodge the larger fishes.- Code

ID 62

mohdzeeshanshaikh

Nemo should roam in sea and dodge the larger fishes.- Test

ID 65

Malik

Nemo should eat gumballs and go to the next level - Code

ID 70

ramya15890

Nemo should eat gumballs and go to the next level - Test

ID 73

ramya15890

Add special effects to the game - Code

ID 74

maithili2110

Add special effects to the code - Test

ID 68

mohdzeeshanshaikh

Gumballs should bounce and appear randomly. Nemo should eat gumballs - Code

ID 69

nomaanhaikhan

Gumballs should bounce and appear randomly. Nemo should eat gumballs - Test

ID 77

maithili2110

implementation of Audio, score updation and fullscreen in the game. - Code

ID 78

Malik

implementation of Audio, score updation and fullscreen in the game. - Test

In Progress [10/0]

ID 59

nomaanhaikhan

Nemo should roam in sea and dodge the larger fishes. - Explore design patterns

ID 60

nomaanhaikhan

Nemo should roam in sea and dodge the larger fishes. - Design

ID 63

Malik

Nemo should eat gumballs and go to next level - Explore Design patterns

ID 64

Malik

Nemo should eat gumballs and go to next level - Design

ID 72

ramya15890

Add special effects to the game - Design

ID 71

ramya15890

Add special effects to the game - Explore design patterns

ID 66

mohdzeeshanshaikh

Gumballs should bounce and appear randomly. Nemo should eat gumballs - Explore design

ID 67

mohdzeeshanshaikh

Gumballs should bounce and appear randomly. Nemo should eat gumballs -Design

ID 75

maithili2110

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

ID 76

maithili2110

implementation of Audio, score updation and fullscreen in the game. - Design

Done [0/0]

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