

Sprint 2 Plan

Goal: Catch up with user stories not finished in Sprint 1 and flesh out that functionality even farther. We must also create a user manual for the App we are creating

Tasks with user stories:

As a developer I want a functional UI so that we can run the application(13 points)

Display messages (1 hour)

Chat menu/view (3 hours)

Basic features/menu view(6 hours)

Scrolling list items are clickable and go a new page (2 hours)

Create a new item in a scrollable list (2 hours)

As a developer I want functional netcode so that we can have multiple phones connected to each other(34 points)

Sending data over a WiFi(2 hours)

Unit testing framework(4 hours)

Creating a group(6 hours)

Connecting to other devices(6 hours)

Detect nearby users(2 hours)

Terminating/leaving group chat(1 hour)

BroadcastReceiver handles the intents that matter to our app(3 hours)

As a developer I want to be proficient at the Android API so that I can start developing this project(13 hours):

Work through provided WiFiDirect sample and understand how it works and how to adapt it to our needs(5 hours)

Go through Android development site's "getting Started" tutorial(2 hours)

Attain higher level of understanding Android development process (www.vogella.com)(4 hours)

Work out and finish sample project/s to solidify our skill level(3 hours)

As a developer I want to merge over netcode and UI so that we are using one .apk project(21 points)

Linking UI widget with netcode functionality for creating a group(4 hours)

Link connect button for connecting to a group(4 hours)

Linking message queue tied to chat view(4 hours)

As a user I want a clean UI so that it is easy to use(13 points)

Add a logo to the main menu(2 hours).

Clean up layout spacing and button positioning(2 hours)

As a user I want a user manual so that I have available documentation for all features of the application(8 points)

Explain a sample workflow of using the app. (2 hours)

Have explicit explanations of all functions including buttons, text fields, and widgets. (2 hours)

Include example images of each activity with labels explaining how that works. (4 hours)

Team Roles:

Ryan Cori(ScrumMaster)

HuJun Cui(ScrumMaster)

Jeff Sweeney(developer)

James York(developer)

David Zeppa(developer)

Ian Blake(Product Owner)

Initial task assignment:

Ryan Cori(Sending data over a WiFi direct protocol)

HuJun Cui(Linking UI widget with netcode functionality for creating a group)

Jeff Sweeney(Unit Testing Framework)

James York(Sending data over a WiFi direct protocol)

David Zeppa(Chat View)

Ian Blake(Clean up button positions and layout)

Initial burnup chart:

