

Team #33

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Milestone 2 - Planning Phase

Risk Analysis


Risk	Description [story]	Severity	Resolution	Status
Database selection and use	We all lack experience with databases. This might hinder us because we'll probably need something like Firebase to	High	We will assign a subteam that will be working on database-related tasks. This subteam should take some time to learn, and can teach or assist other team members later on. Since our current class design for "database" is SharedPrefsIO, but implements an interface (SongPrefsIO), switching things out should be doable.	Resolved
Not meeting enough consistently	Everyone's schedule fluctuates, and some weeks we might not have more than two hours in common.	High	Like with the last milestone, we'll have virtual meetings and also work days where we all meet in person. Constant communication will keep everyone in the loop.	Resolved
Low velocity	Our milestone 1 velocity was quite low, and we all spent a lot more hours than expected.	Med	When we all program together (or have large group meetings), we get more done. So we'll plan to hold a full-team meeting at least once per iteration.	Resolved

Velocity Estimate - 0.40

During Milestone 1, based on the person-hours we actually spent on completing tasks, versus the number of hours we initially estimated we would need. We spent approximately 24 hours per person ($24 * 6 = 146$ person-hours), for an estimated 56 hours of work. That would put our velocity from Milestone 1 at approximately 0.37.

Our velocity for Milestone 2 (**estimated 0.40**) should be higher than our Milestone 1 velocity since we've all become more comfortable with Github and Android Studio.

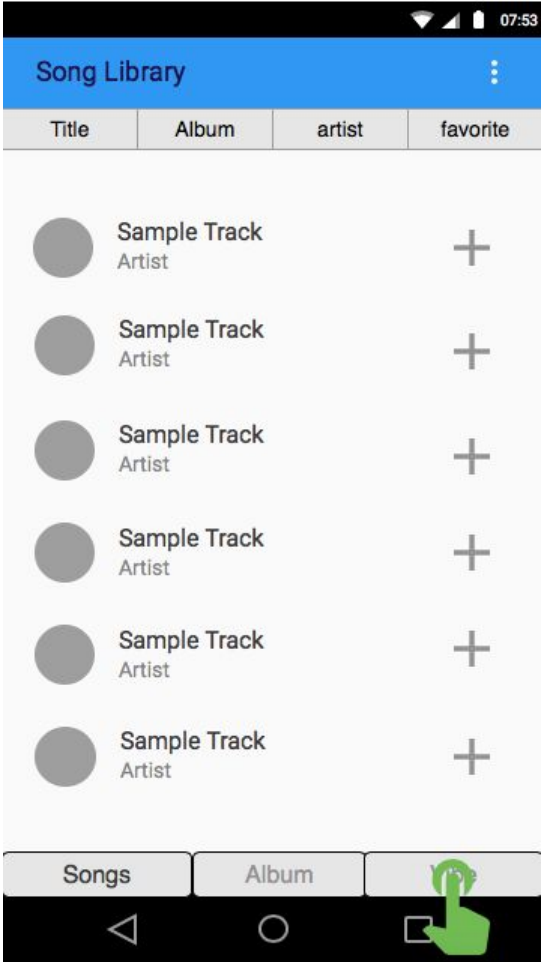
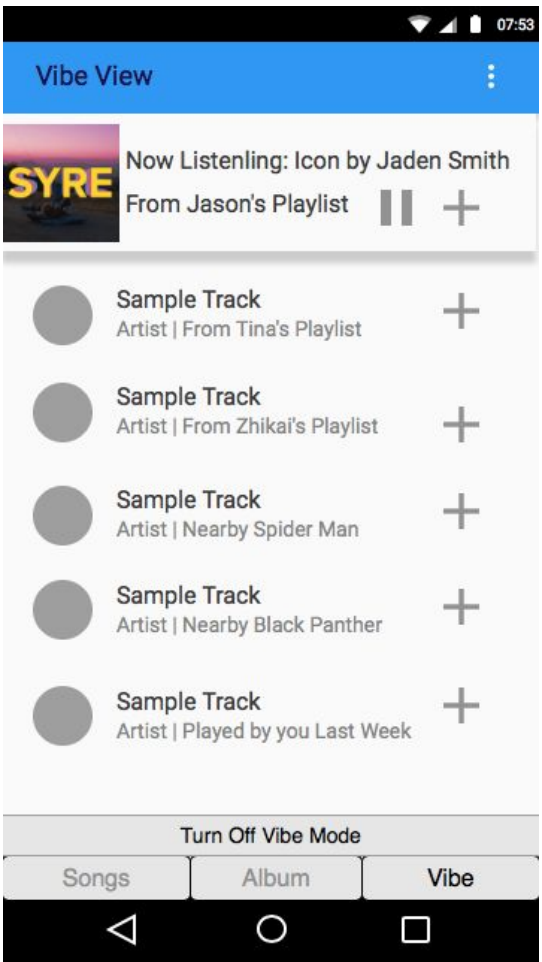
Planning Poker

S#	Name	Hand	False Assumptions Uncovered
			
1	Enter/exit vibe mode	2 4 4 4 4 10	<ul style="list-style-type: none"> UI will take long (it won't because we've basically already got this working, and can adapt the code)
1	Enter/exit vibe mode	4 4 4 4 4 4	<ul style="list-style-type: none"> none
2	Download Song	8 8 8 8 10 12	<ul style="list-style-type: none"> labs will cover most of what we need we won't have to do too much new stuff
2	Download Song	10 10 10 10 10 10	<ul style="list-style-type: none"> none
3	Sharing Songs	8 8 12 20 20 20	<ul style="list-style-type: none"> Didn't consider the complexity of the user story or all the moving parts that need to be completed
3	Sharing Songs	20 20 20 20 20 20	<ul style="list-style-type: none"> none
4	See list of upcoming Vibe Songs or Album Songs	4 4 6 8 10 10	<ul style="list-style-type: none"> We thought that the dislike/favorite feature would be different from what we did in MS 1 / require more work (actually it should be the same)
4	See list of upcoming	6 6 6 6 6 6	<ul style="list-style-type: none"> none

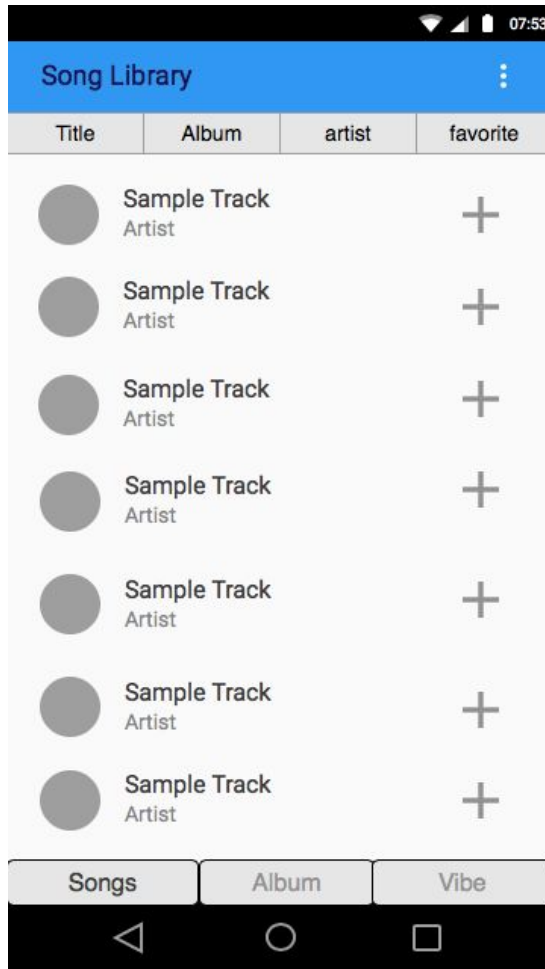
	Vibe Songs or Album Songs		
5	Sort library	4 4 4 8 8 8	<ul style="list-style-type: none"> • Sorting is hard • We'll have to implement our own sorting algorithms or something
5	Sort library	2 2 2 2 4 4	<ul style="list-style-type: none"> • none

URL of ZenHub Project:
<https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-33/boards>

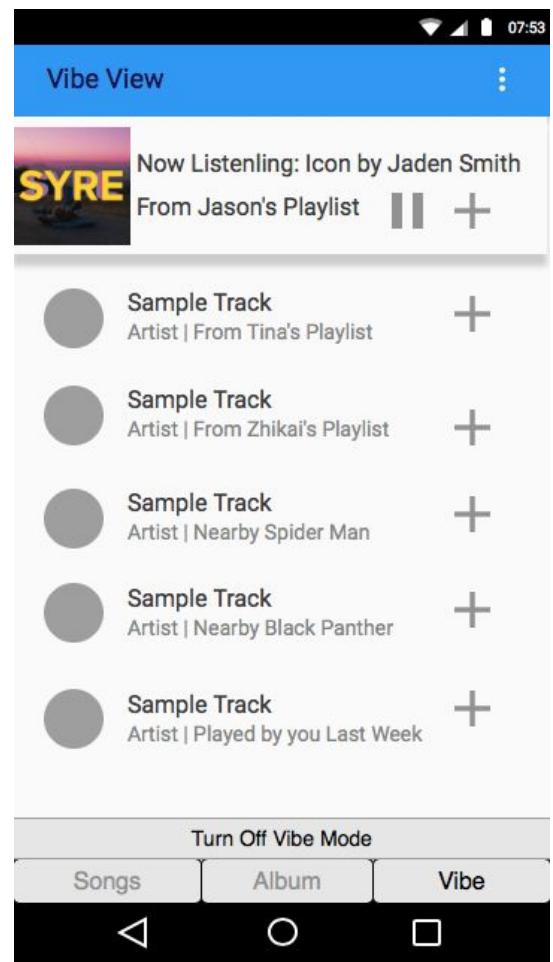
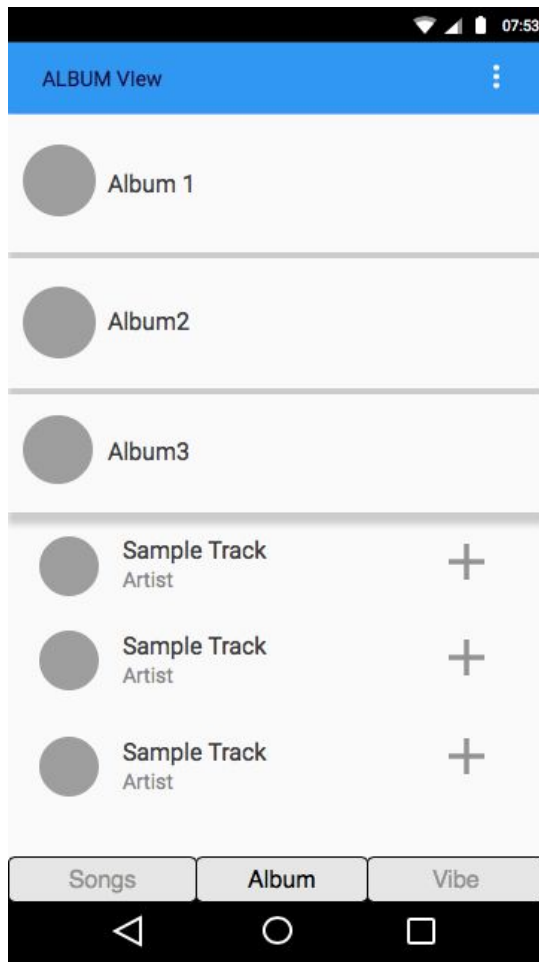
User Interface Progressions/Screens (Wireframes)
Only if you don't store User Stories in ZenHub, insert here, ordered and labelled by User Story

Story Name	UI Screens in Progression	
Enter/exit vibe mode	 <p>The 'Song Library' screen features a blue header with the title 'Song Library' and a menu icon. Below the header is a table with columns: Title, Album, artist, and favorite. The table contains six rows, each with a grey circular placeholder for an album cover, the text 'Sample Track' and 'Artist', and a plus sign. At the bottom, there are three tabs: 'Songs', 'Album', and 'Vibe'. A green hand icon is shown tapping the 'Vibe' tab.</p>	 <p>The 'Vibe View' screen features a blue header with the title 'Vibe View' and a menu icon. Below the header is a 'Now Listening' section with a 'SYRE' album cover, the text 'Now Listening: Icon by Jaden Smith' and 'From Jason's Playlist', and play/pause and add icons. Below this is a list of six items, each with a grey circular placeholder, the text 'Sample Track' and 'Artist [Context]', and a plus sign. At the bottom, there are three tabs: 'Songs', 'Album', and 'Vibe'. A grey bar above the tabs says 'Turn Off Vibe Mode'.</p>

Download
Song



See list of
upcoming
Vibe
Songs or
Album
Songs



Sort library

