

Team 2 Project 3 Sprint 4 Documentation

Task Overview

Requirement ID	Description	Story Points	Priority	Sprint No.
Presentation	Develop a ~10 minute video presentation/review of the project	8	-	4
Code Review	Conduct a final team review of project code	5	-	4
Functionality Testing and Bug Fixing	Conduct final team review of project functionality, identify and correct any bugs in operation	8	-	4
UI Alignment & Orientation Fixing	Conduct final team review of any final UI changes that need to be, like themes, art styles, alignment, etc.	2	-	4

Task History

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Presentation	0.5	0.25	8	Jacob Kice – Knight, Queen
User Story: As a customer, I want to see a description and explanation of the project.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Presentation	0.5	0.5	8	Srihari Meyoor – Frontend, King
User Story: As a customer, I want to see a description and explanation of the project.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Presentation	0.5	1	8	Jamie King – API, backend
User Story: As a customer, I want to see a description and explanation of the project.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Presentation	3	4	8	Joe Hotze – Pawn, Introduction and Gameplay, Editing/Video creation, background footage retrieval
User Story: As a customer, I want to see a description and explanation of the project.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Presentation	0.5	0.5	8	Gunther Luechtfeld – Bishop, Rook, Background footage
User Story: As a customer, I want to see a description and explanation of the project.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Code Review	1.5	1.0	5	Implemented by Jacob Kice – added/cleaned up some comments, removed unused pieces variable from player class, cleaned up add_piece function after removal of pieces variable
User Story: As a developer, I want to ensure the code is successfully written and documented, and is free of errors, redundancies, and unused code.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Functionality Testing and Bug Fixing	2	2.5	8	Implemented by Jacob Kice – Adjusted powerup spawn chance, set maximum King lives, add Pawn transformation after crossing the board

<p>User Story:</p> <p>As a player, I want the game to behave as it is intended, without any bugs or errors in the implementation.</p>				
Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
UI Alignment & Orientation Fixing	1.5	1.5	3	Changed button arrangement so everything fits on the screen. Implemented by Srihari Meyoor.
<p>User Story:</p> <p>As a player, I want the game to be colorful, vibrant, and appealing to play without any weird overlay elements, or out-of-place items.</p>				

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