Sprint1 Plan

Product Name: Tetris X

Team Name: Spirit

Sprint 1 due: 7/10/2017

Revision number: 1

Revision date: 7/9/2017

Goal

We will build a working Android Tetris game, users can login to their accounts and view their scores.

User stories

1. As a developer, I want to program a working Tetris game so that it can be played by touching buttons in screen and outputs a final score.

> We have to build a working Tetris game. (12)

> We have to build the UI for the Tetris game. (6)

Total user story: 18 hours

2. As a developer, I want to build a database to store all user information including their user game, password and highest score using the Firebase server.

> We have to register a Firebase account, set up the data base. (1)

> We have to learn the APIs of Firebase that we need to use. (1)

Total user story: 2 hours

3. As a user, I want to register a user account via the Android Tetris game so that I can

view my highest score.

      We have to use Android studio to set up the UI for account registration and log in. (2)

      We have to use Firebase APIs to send the data to database. (2)

Total user story: 4 hours

Team Role

Jiaming Zhao (product owner) (Developer&UI)

Yilin Xu   (Developer&UI)

Weiyi Xia   (Developer&UI)

Xuanyi Zhang (Developer&UI)

Initial Task Assignment

Teamamber: Jiaming Zhao

      User Story: As a developer, I want to program a working Tetris game so that it can be played by touching buttons in screen and outputs a final score.

      Initial Task: We have to build a working Tetris game.

Teamamber: Yilin Xu

      User Story: As a developer, I want to program a working Tetris game so that it can be played by touching buttons in screen and outputs a final score.

      Initial Task: We have to build a working Tetris game.

Teamamber: Weiyi Xia & Xuanyi Zhang

      User Story: As a developer, I want to program a working Tetris game so that it can be played by touching buttons in screen and outputs a final score.
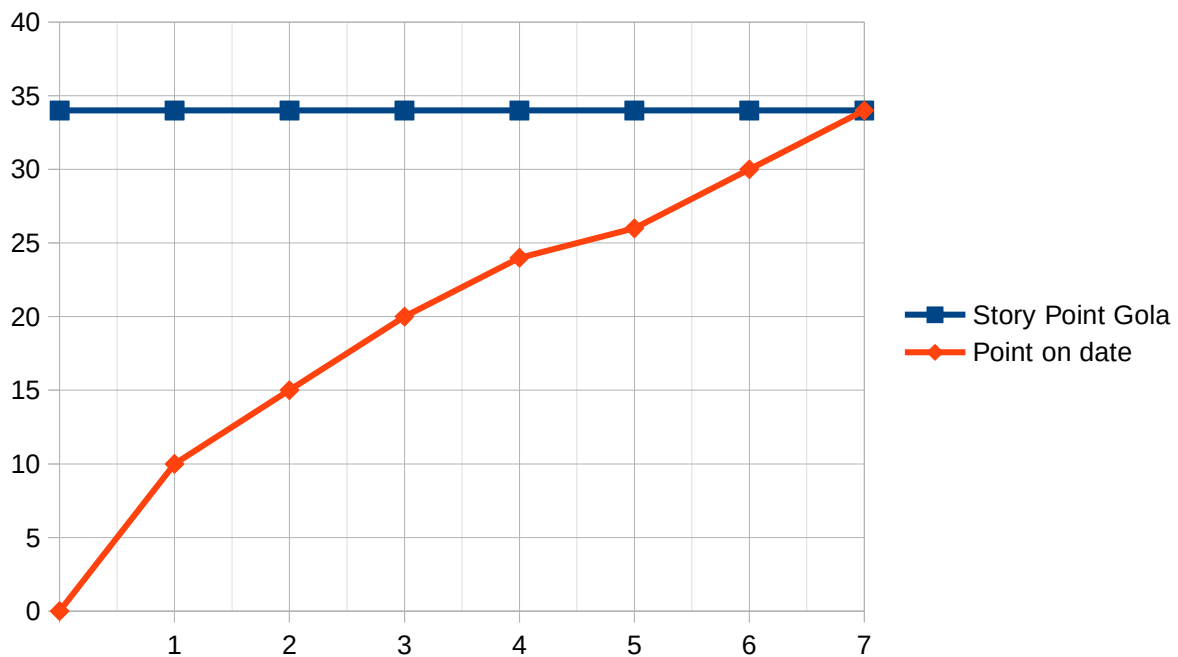
Initial Task: We have to build the UI for the Tetris game.

Teamamber: Xuanyi Zhang

User Story: As a developer, I want to program a working Tetris game so that it can be played by touching buttons in screen and outputs a final score.

Initial Task: We have to build the UI for the Tetris game.

Initial Burnup Chart

Meeting Time: Monday Wednesday Friday 5:00-5:30 pm