Sprint1 Plan

Product Name: Tetris X

Team Name: Spirit

Sprint 1 due: 7/10/2017

Revision number: 2

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 user, I want to play a working Tetris game. The game should have 4 buttons. - Button 1: move to left - Button 2: move to right - Button 3: quickly move downwards - Button 4: rotate the block

   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 user, I want to register a user account and have a database to store my user information including the user name, password and highest score using the Firebase server.

   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

3.As a user, I want to have an account to view my score and online ranking.

   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

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
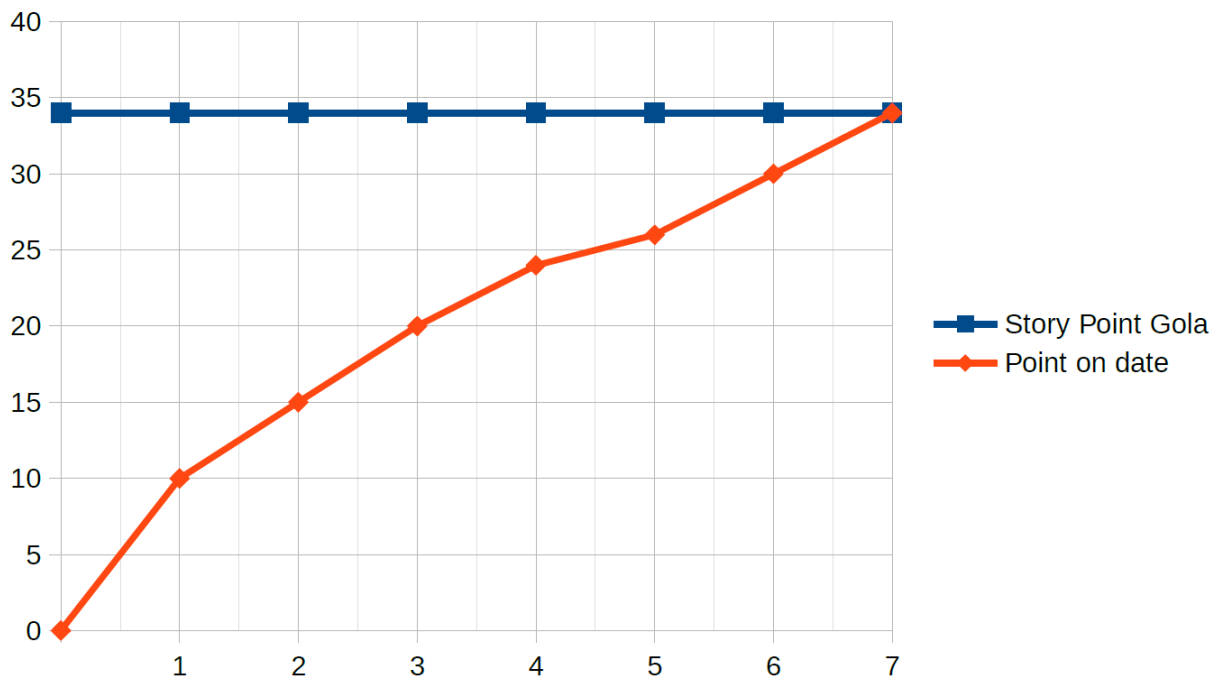
touching buttons in screen and outputs a final score.

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