Team #10

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Milestone 1 - Planning Phase

Risk Analysis

Following guidelines on Moodle (Link: https://csemoodle3.ucsd.edu/mod/page/view.php?id=1321)

Risk: Communication to be on the Same Page
Description: There are very few hours a week when we can all meet. We need to make sure everyone knows what's happening and what their roles are.
Severity: High
Resolution: We will have stand up meetings after class. We have also established a messaging group chat to make communication faster. We also created a when2meet to determine the best longer in-person meetings.
Status: Resolved

Risk: Not Familiar with Android Development
Description: Most of us have no experience, or very little experience, in Android Studio. It may take longer than estimated time to learn how to use Android Studio, which may take longer to finish each task.
Severity: Medium
Resolution: Pay more attention to the labs, review the labs, and learn the skills needed to use Android Studio through online resources.
Status: In progress

Risk: Potential GitHub Conflicts
Description: We do not have experience working on the same repository as a larger group as well as coordinating the development of the projects code
Severity: Low

Resolution: We will approach GitHub changes carefully, consulting with people before deciding to merge or change code on the master branch. This should be resolved in how we distribute tasks to teammates.
Status: Resolved

Risk: Time Commitment
Description: Everyone's schedules and availability to work on this project fluctuates with midterms, work, etc.
Severity: Low
Resolution: Each member needs to squeeze out at least 10 hours a week to do the work. This is expected when enrolling in the class.
Status: Resolved

Initial Velocity: 0.5. Professor Griswold said that 0.5 is a good start for first iteration, and we do not want to overestimate our pace going into the project for the first time.

Planning Poker

Following guidelines on Moodle (Link: https://csemoodle3.ucsd.edu/mod/page/view.php?id=1321)

S#	Name	Hands	False Assumptions Uncovered
User Story 1	Select tracks or an album to play	1: ??? 20 16 24 22 ??? 2: 16 18 16 16 18 18 3: 17 17 17 17 17 17	Team thought we would have to learn how to make a music player from scratch, but there is the MusicPlayer API as well as Lab 4. Additionally, we were unsure of whether or not we had to stream music, or grab

			them from a folder, but they are in a folder.
User Story 2	Turn on and off flashback mode	1: 8 10 16 20 16 2: 18 18 20 16 14 14 3: 18 18 18 17 16 16 4: 17 17 17 17 17 17	The algorithm to decide what songs to play relies on grabbing the location information and the time information of user stories 3 and 4. The user story will be lighter on the frontend side, but it will need to do some calculations in the backend.
User Story 3	Display location information of a song	1: 25 12 8 15 10 6 2: 20 12 14 16 12 14 3: 18 18 14 18 14 14 4: 16 16 16 16 16 16	This is not just displaying some information we already have. We need to collect this information from the user as well. Will need to learn a little bit about communicating with a database.
User Story 4	Display date and time information of a song	1: 4 10 12 8 6 8 2: 4 8 12 8 4 6 3: 4 8 6 8 4 4 4: 4 4 4 4 4 4	The database we need for collecting date and time should be done already in User Story 3. Date and time will likely be easier to collect than location.
User Story 5	Favorite/Dislike a song	1: 8 4 10 8 8 10 2: 8 6 8 8 10 10 3: 8 8 8 8 8 8	Besides the button toggling, we also need to set up some counting system to determine if the song is favorited or not, then store it somewhere.
Developer Story 1	Scenario Tests for play/pause/next and database/location tracking	1: 12 8 8 20 16 10 2: 14 14 12 18 16 12 3: 16 16 16 16 16 16	We will test the functionality of the play/pause/next buttons under scenarios expected to occur with the average user.
Developer Story 2	Scenario Tests for FlashBack mode, like/dislike button and time/date.	1: 24 26 16 20 14 12 2: 20 20 16 20 14 14 3: 18 18 18 18 18 18	We will test how Flashback mode chooses the next song at a certain location. We will test how Flashback mode plays favorite songs more often,

URL of ZenHub Project:

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-10/boards?repos=119461034

User Interface Progressions/Screens (Wireframes)

They are on zenhub under description of each user story.