

Sprint 2 Plan

WikiRace Sprint 2 Plan (Feb 5, 2015)

Sprint 2 completion date : Feb 20, 2015

Version 1 (Feb 5, 2015)

Goal:

The goal of Sprint 2 is to develop networking and accounts as well as finish Sprint 1 unfinished user stories.

Task Listing:

- **(5 story pts) User Story 1:** As a developer I want communication with the cloud server so that I can save the users accounts (Priority: high).

Task 1: research on the topic (3 hours).

- **(3 story pts) User Story 2:** As a developer I want to set the databases for the accounts so that I can save them in the cloud server (Priority: high).

Task 1: implementation (5 hours).

- **(8 story pts) User Story 3:** As a developer I want to have link tracking so that I can build the statistics for each user (Priority: high).

Task 1: create algorithm to identify links on the Wikipedia website (5 hours).

Task 2: create algorithm to track links (3 hours).

Task 3: implement statistics calculations (2 hours).

- **(3 story pts) User Story 4:** As a player I want menus to navigate through the app (Priority: medium).

Task 1: research on Android Studio elements (2 hours).

Task 2: implementation (2 hours).

- **(5 story pts) User Story 5:** As a player I want to be able to set up an account and log in so that I can save my statistics (Priority: medium).

Task 1: implement log in screen (2 hours).

- **(5 story pts) User Story 6:** As a developer I want to configure the art assets (Priority: medium).
 - Task 1: design (1 hour).
 - Task 2: research (1 hour).
 - Task 3: implementation (3 hours).

- **(3 story pts) User Story 7:** As a player I want to be able to see group statistics (Priority: medium).
 - Task 1: use algorithm used in user statistics (1 hour).
 - Task 2: retrieve data from database to display (2 hours).

- **(5 story pts) User Story 8:** As a player I want push notifications (Priority: low, might get bumped down into Sprint 3).
 - Task 1: build test documentation (1 hour).
 - Task 2: run tests and write down results (1 hour).
 - Task 3: evaluate tests and fix problems (3 hours).

- **(8 story pts) User Story 9:** As a player I want the app to have integrated social media (Priority: low, might get bumped down into Sprint 3).
 - Task 1: research on topic (4 hours).
 - Task 2: implementation if possible (3 hours).

- **(8 story pts) User Story 10:** As a player I want a profile to be able to see my statistics (Priority: low).
 - Task 1: implementation (3 hours).

- **(3 story pts) User Story 11:** As a developer I want to do some playtesting so that I can debug the product (Priority: medium).
 - Task 1: build test documentation (1 hour).
 - Task 2: run tests and write down results (1 hour).
 - Task 3: evaluate tests and fix problems (3 hours).

Team roles:

Ethan Shimooka (Product Owner) - Main developer

Tyler Marshik - Main developer

James Cole - Developer

Sofia Herrero (Scrum Master) - Testing and documentation

Kyle Wong - Main developer

Viet Vo - Developer

Initial task assignment:

Ethan Shimooka (Product Owner) - Tasks 1 and 2 User Story 1.

Tyler Marshik - Tasks 1 User Story 1.

James Cole - Task 1 User Story 4.

Sofia Herrero (Scrum Master) - Task 1 User Story 3.

Kyle Wong - Task 1 User Story 2.

Viet Vo - Task 1 User Story 4.

Scrum times:

1st meeting: Tuesdays at 6pm, with TA.

2nd meeting: Sundays at 6pm.

3rd meeting: TBD each week upon availability.