Last Revision: 2013-05-20

Sprint Planning Review

The *product backlog* is an ordered list of "requirements" that is maintained for a product. It consists of features, bug fixes, non-functional requirements, etc. - whatever needs to be done in order to successfully deliver a working software system.

Product Backlog

User story	Effort (1-3)	Business Value (1-3)
Developer needs to decode the image before displaying on device	2	2
Developer needs to resize the image before displaying it on device	1	2
User will see the result after pressing analyze button	1	3
Developer needs the server to send the result from the analyzing program to client	1	1
Before user take a picture, he/she needs to specify a location	2	2
User should be able to use the flash of the camera	1	3

Sprint #1 – Done

Sprint backlog presents a prioritized list of tasks to be completed during the sprint.

USER STORY	REVISION	EFFORT (1-3)	BUSINESS VALUE (1-3)
As a user, I need a webserver to connect my application	Divided into smaller user stories (see Product backlog)	3	3
~~When a user starts the application, main activity starts with the logo of the company and a round button~~	When a user starts the application, main activity starts with the logo of the company-that automatically switch to camera mode	2	1
When a user presses the "take picture" -button, a live screen opens up with a camera image-button in the bottom	User should see an live screen with an camera image	3	3
When user views the image, he/she can choose to take a new picture or choose to analyze it.		3	2
When a user presses the capture button, a pictures is taken		2	3
Taken picture is automatically saved on external storage		3	2
The most recent picture is retrieved from external storage presented to the user		2	2
When a picture is received by the web server a specific controller should be activated.		3	1
When a specific controller is being activated an external programme executes with a given input and in return sends a result.		3	1

AIM:

To familiarise ourselves with Git and Android SDK Eclipse. Get the emulator properly running as well as setting up test project with test classes for each activity. Creating a base of the application, which will be refined.

METHOD:

Read guides and tutorials. Developing an understanding for Android API and useful classes and methods. Testing and applying anroid techniques and conventions.

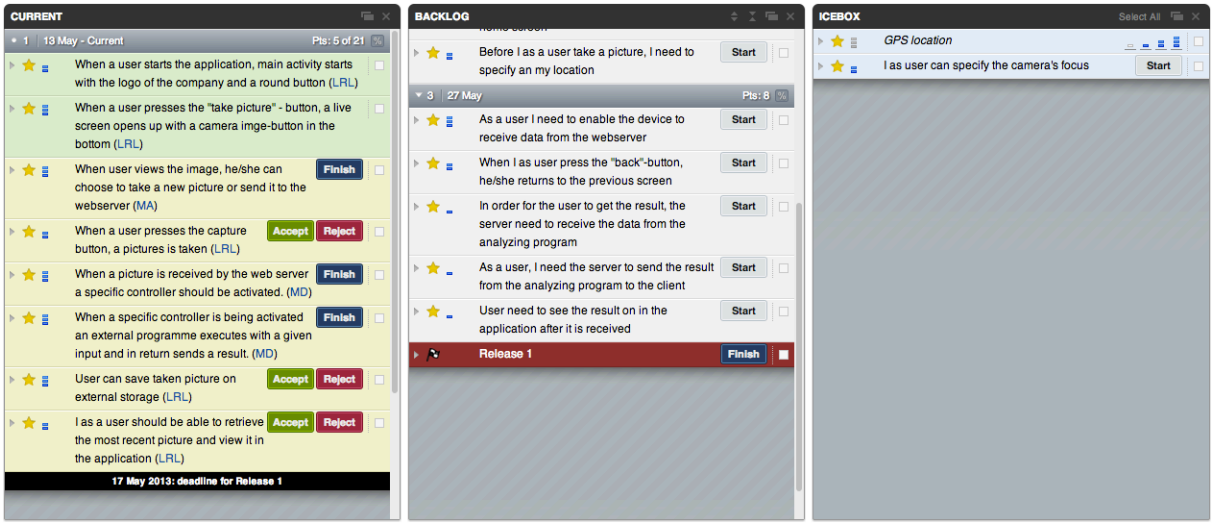

Figure 1. Product backlog illustrating sprint in the "Current " column

Sprint #2

USER STORY	EFFORT (1-3)	BUSINESS VALUE (1-3)
When the picture is shown, user can choose to analyze or take a new picture	2	2
Developer needs to enable the web server to temporarily save the image/data	3	1
When user presses a button, the button will change the shade of the colour.	1	1
When a user presses the "back"-button, he/she will return to the previous screen. Except when in initial camera	2	1

mode.		
When a picture is received by the web server a specific controller should be activated.	3	1
When a specific controller is being activated an external programme executes with a given input and in return sends a result.	3	1

AIM:

Develop and ellaborate the web server and the connection to the analyzing program. Refine the design of the program, making it as user-friendly as possible. Familiarise ourselves with external storage and file systems on devices.

METHOD:

Estensive reading and testing of different languages and techniques for setting up an webpage and controllers. Watching Android graphical tutorials and researching file systems and how to access them smoothely.

Figure 2. Prouct Backlog illustrating sprint in "current" column.