

Latest Revision 2013-05-25

Sprint Planning Review

Product Backlog

Empty

SPRINT #2 – Done

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

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 mode.	2	1
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 elaborate 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:

Extensive 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 smoothly.

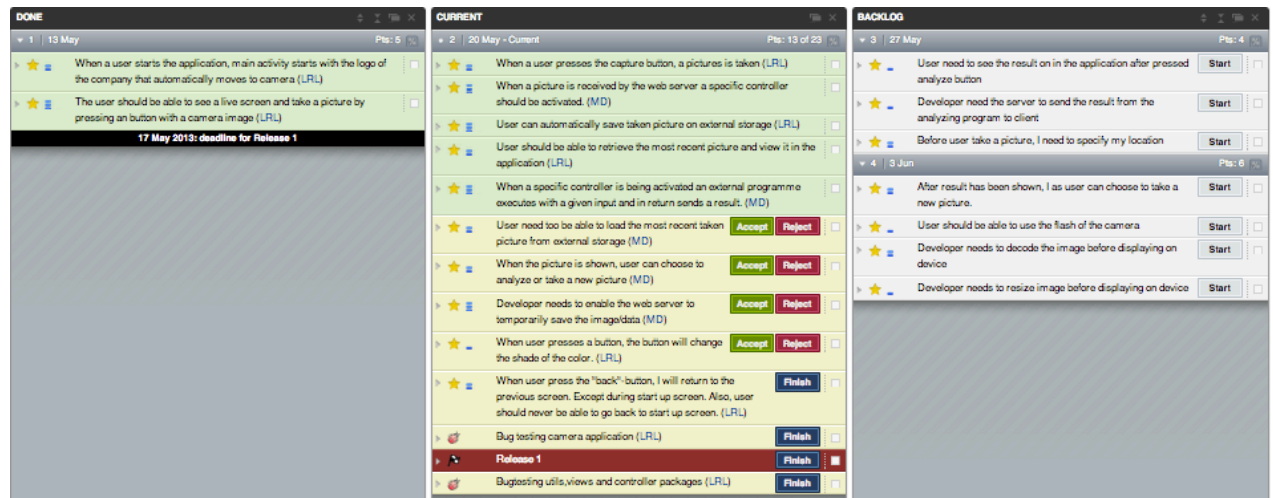


Figure 1. Product Backlog illustrating sprint in "Current" column.

SPRINT #3 (Final product)

USER STORY	EFFORT (1-3)	BUSINESS VALUE (1-3)
When user presses a button, the button will change the shade of the colour.	1	1
When user presses the "back"-button, he/she will return to the previous screen. Except when in initial camera mode.	2	1
Developer needs to decode the image before displaying on device	2	1
Developer needs to resize image before displaying on device	1	2
Developer needs the server to send the result from the analyzing program to client	1	1
After result has been shown, I as user can choose to take a new picture.	2	2
User should be able to use the flash of the camera	1	3

AIM:

Creating features and functionality that add value for user and enhances a user-friendly application. Restore a connection between the client and web server that enables smooth communication.

METHOD:

Reading and watching graphical tutorials, experimenting with design and layouts.
Investigate different techniques and options for formatting an image and sending data to web server.



Figure 2. Product Backlog empty. User stories for this sprints, green marked sprints have been accepted.

ICEBOX

User stories that have not been prioritized and not entered the product backlog.

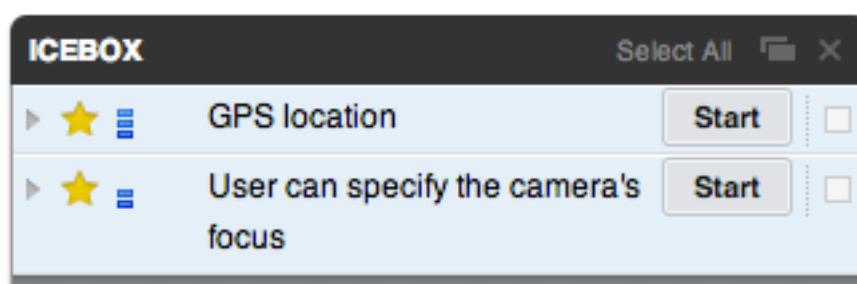


Figure 3. Illustrates user stories that have not been implemented.