Latest Revision 2013-05-13

Sprint Planning Review

Product Backlog

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.

USER STORY	EFFORT (1-3)	BUSINESS VALUE (1-3)
After result has been shown, user can choose to take a new picture or exit to the home screen	2	3
Before user takes a picture, I need to specify an my location	3	1
Developer needs to enable the device to receive data from the webserver	3	3
In order for the user to get the result, the server need to receive the data from the analyzing program	2	1
As a user, I need the server to send the result from the analyzing program to the client	2	3
User need to see the result on in the application after it is received	2	3
When I as user press the "back"-button, he/she returns to the previous screen	3	2

Initializing planning meeting

SPRINT #1

Here is the sprint backlog presented wihich is a prioritized list of tasks to be completed during the sprint.

USER STORY	EFFORT (1-3)	BUSINESS VALUE (1-3)
As a user, I need a webserver to connect my application	3	3
When a user starts the application, main activity starts with the logo of the company and a round button	2	1
When a user presses the "take picture" - button, a live screen opens up with a camera imge-button in the bottom	3	3
When user views the image, he/she can choose to take a new picture or send it to the webserver	3	2
When a user presses the capture button, a pictures is taken	2	3
User can save taken picture on external storage	3	2
I as a user should be able to retrieve the most recent picture and view it in the application	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.
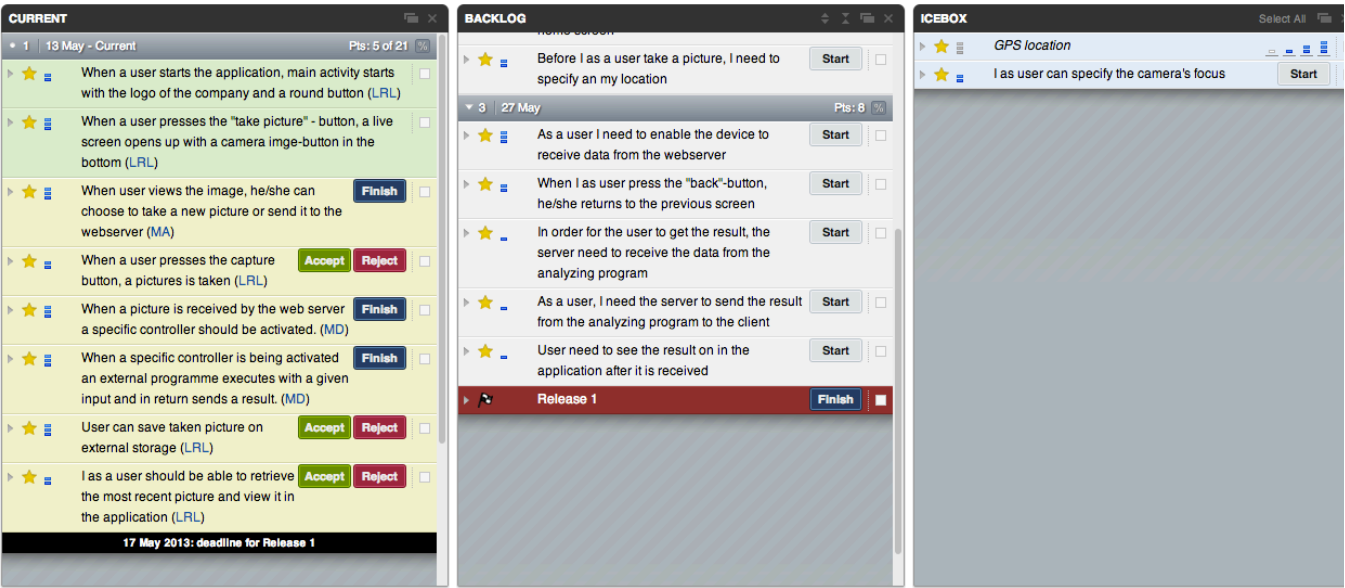
Figure 2 Product Backlog illustrating weekly sprints in the "Current" column.