

Team #16

| Team Member Name | PID | UCSD Email ID |
|------------------|-----------|-------------------|
| Aaron Cintron | A12328950 | acintron@ucsd.edu |
| Luke Jarvis | A12296583 | ljervis@ucsd.edu |
| Yale Santos | A10628044 | yasantos@ucsd.edu |
| Raman Prasad | A15361559 | r6prasad@ucsd.edu |
| Shuo Chen | A53221773 | shc295@ucsd.edu |
| Sida Qin | A13779898 | siqin@ucsd.edu |
| | | |

Milestone 1 - Planning Phase

Risk Analysis

Milestone 1 Risk Assessment

| <i>Risk</i> | <i>Description</i> | <i>Severity</i> | <i>Resolution</i> | <i>Status</i> |
|--|--|-----------------|--|--------------------|
| <i>No team experience with Android Studio</i> | <i>No one on our team has developed on Android or in Android Studio before. We are all learning at the same time.</i> | <i>High</i> | <i>Learning through labs and individual practice.</i> | <i>Resolved</i> |
| <i>Limited software project development experience</i> | <i>Most team members have no experience with software development cycle</i> | <i>Medium</i> | <i>Learning in class and through readings, and through group interactions.</i> | <i>In Progress</i> |
| <i>No knowledge of setting up Android music applications</i> | <i>We have not developed anything similar to this before. Don't know how to access local music/software APIs (Spotify, etc.)</i> | <i>Medium</i> | <i>Learning through research and development of the app, and lab 4.</i> | <i>In Progress</i> |
| <i>No team experience with ZenHub</i> | <i>No one on our team has used ZenHub before</i> | <i>Low</i> | <i>Rely on our previous instruction in Lab 2, as well as learn through research and development of the app</i> | <i>Resolved</i> |

| | | | | |
|---|--|-------------|---|-----------------|
| <i>Very few common meeting times with the entire team</i> | <i>A sit-down meeting with all six members can only happen once during weekdays, other meetings will only involve a part of the team</i> | <i>High</i> | <i>We all agreed to meet later and during the weekends</i> | <i>Resolved</i> |
| <i>Someone may drop class</i> | <i>Teammates are free to drop out of class before week 4.</i> | <i>Low</i> | <i>Confirmation that all team members will stay for the duration of the project</i> | <i>Resolved</i> |
| <i>Not finishing the milestone on time</i> | <i>Bad estimates and bad velocity calculation can lead to delay in product delivery</i> | <i>High</i> | <i>Recalculate velocity and story estimates after each iterations</i> | <i>Resolved</i> |

Planning Poker

| <i>User Story Number</i> | <i>User Story Name</i> | <i>Hand</i> | <i>False Assumptions Uncovered</i> |
|--------------------------|---|--------------------------|--|
| <i>1</i> | <i>User views tracks</i> | <i>8 8 13 13 20 20</i> | <i>Accessing local music files will be trivial.</i> <i>Music will be previously organized into albums on the phone.</i> |
| <i>1</i> | | <i>5 8 8 8 8 8</i> | |
| <i>2</i> | <i>User Plays Music In standard mode</i> | <i>5 8 8 13 13 20</i> | <i>We have no experience playing media in android</i> <i>We are implementing play, pause, skip functionality</i> |
| <i>2</i> | | <i>8 8 8 8 8 8</i> | |
| <i>3</i> | <i>User plays music in flashback mode</i> | <i>13 20 20 20 20 40</i> | <i>This user story includes tracking information about the current songs being played (time, location, day of the week)</i> |

| | | | |
|---|---|-------------------|--|
| 3 | | 13 13 13 20 20 40 | The order of songs to be played in flashback mode is previously determined |
| 3 | | 40 40 40 20 20 20 | We agreed it would be more than 20 but less than 40 |
| 4 | User views details of the current track | 2 3 5 8 8 40 | We all thought this story included different amounts of work. We don't know how to get user location |
| 4 | | 13 20 20 20 20 40 | |
| 5 | User favorites a track | 5 5 5 5 5 5 | |
| 6 | User dislikes a track | 5 5 5 5 5 5 | |
| 7 | User returns a track to neutral | 5 5 5 5 5 5 | |
| 8 | User has control over the music | 5 5 8 8 8 8 | |



Team Velocity Estimate and Justifications:

Team Velocity

0.65

Justifications:

- 1. Since the meeting times of the entire team is very low, a lot of time is spent on communicating the tasks and understanding what the person wants to say.*
- 2. Midterms of other courses during the upcoming weeks will decrease the quality and effective productivity of the team members due to stress and greater workload.*
- 3. Overhead in our software. We will need to always maintain the same version of Android studio and our project code in each of our laptops. Additionally, waiting for pull requests to be approved and resolving conflicts will take time.*
- 4. Time spent researching coding problems we do not have experience with*
- 5. Issues we post on piazza takes some time to get a response. In the meanwhile, the problem is still unresolved and we lose out a fair bit of time.*

URL of ZenHub Project:

<https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-16/boards?repos=119202814>

Note: Make sure to cover the below 4 items **in** your ZenHub project

- User Stories (*including UI wireframes, if not included below*)
- Tasks
- Iterations
- Scenario-Based System Tests (We recommend a “Developer Story” at the end of the Iteration to hold these, one Task for System Test.)

User Interface Progressions/Screens (Wireframes)

Here are all the screens for our application. We formatted them as a map of our application as a whole, and how you can navigate from one page to another.

