**Team Booyah**

CSCE 315-505

Mario Aguilar

Margaret Baxter

Patrick Quach

Christine Russell

**Project Avalanche: Week 1 Sprint**

Meeting 1: 4/5/2016

**Minutes:**

* Decided to pursue Project Avalanche
* Scrum leader: Mario
* Divided workload
* Made long term goals for each week
* Made development plan for week 1
* Estimated burndown chart hours: 40 total hours

**Long-Term Sprints Plan:**

***Week 1: 4/5 - 4/12***

Build a knowledge base for each individual component and get to know the tools that we need to use.

***Week 2: 4/13 - 4/19***

Build basic app functionality on new platform so that Project Avalanche behaves similarly to Project Skilift.

***Week 3: 4/20 - 4/26***

Integrate new features into Project Avalanche. Make sure the app is completely functional aesthetically and algorithmically.

***Week 4: 4/27 - 5/3***

Test and troubleshoot Project Avalanche. Fine-tune GUI to give a clear presentation and optimize algorithms further.

**Week 1 Sprint Work Division:**

Mario: Begin researching Pi Rating algorithm

Margaret: Begin optimizing Power Ranking and Bayes algorithms

Patrick: Begin researching SQLite to translate our own DBMS functionality

Christine: Begin experimenting with the GUI using a HelloWorld app

**Backlog:**

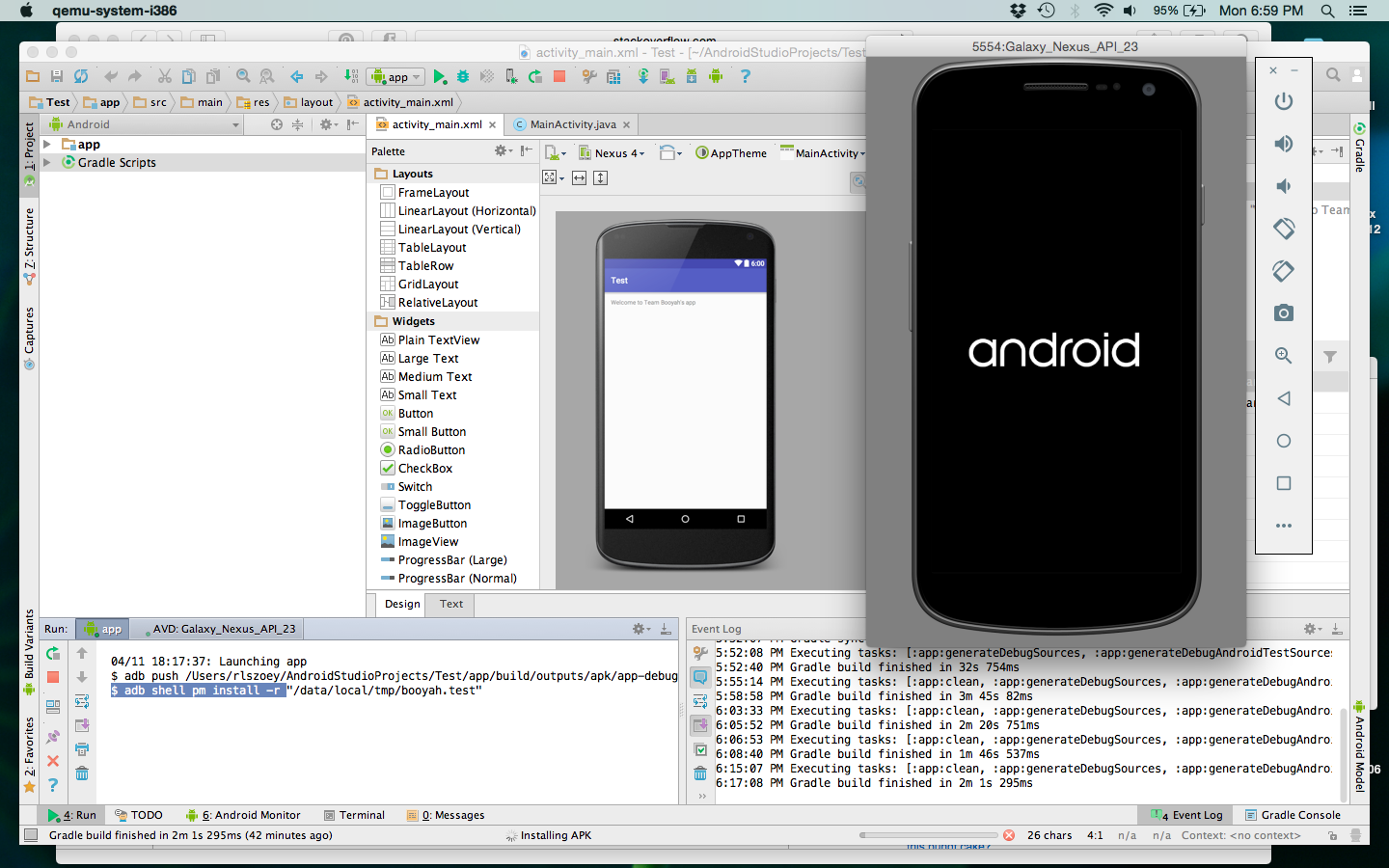
* Understand how to implement Pi Rating algorithm
* Find ways to optimize existing algorithms
* Figure out how SQLite works
* Figure out how to create an Android App using Android Studio

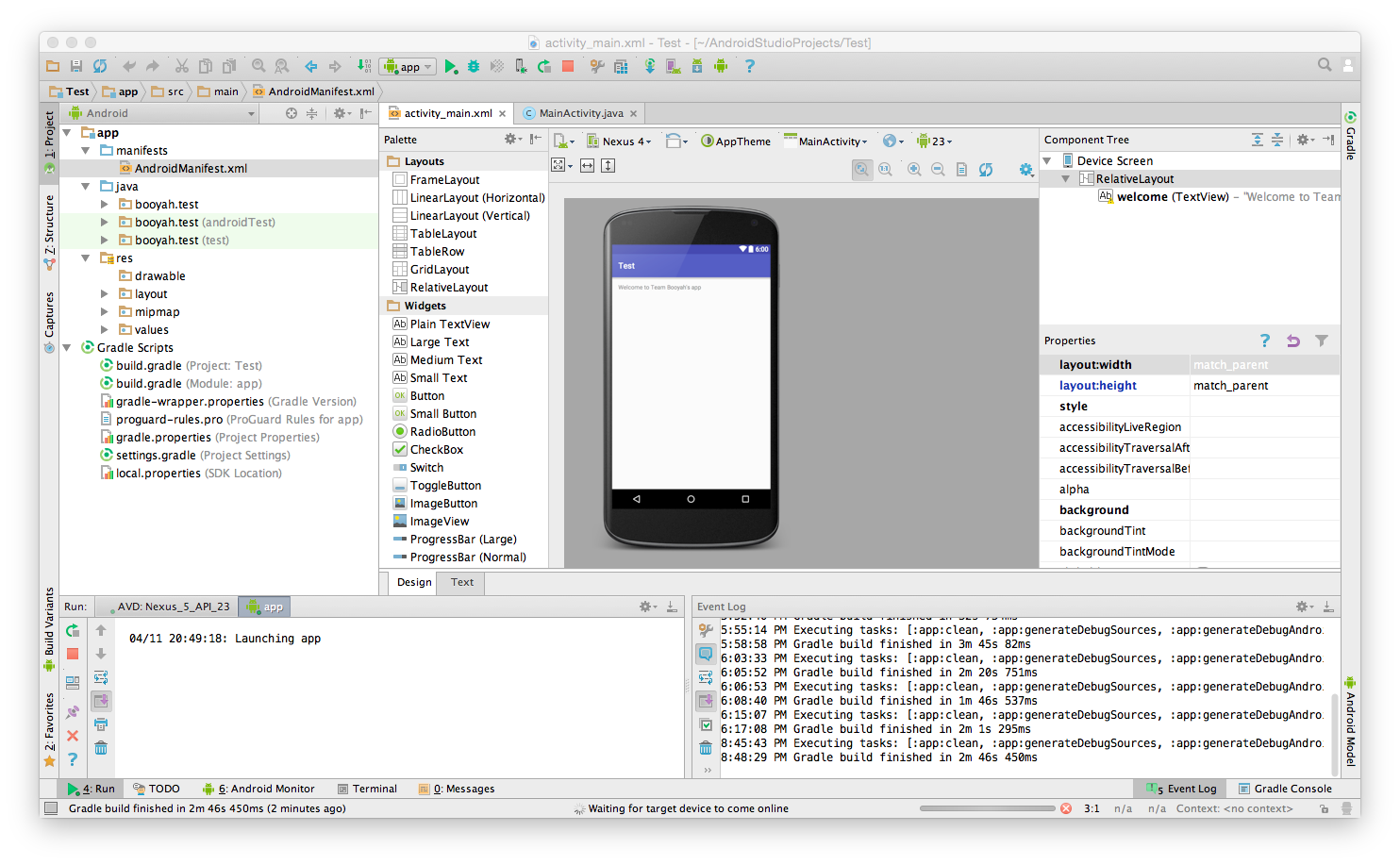
**Burndown Chart:**

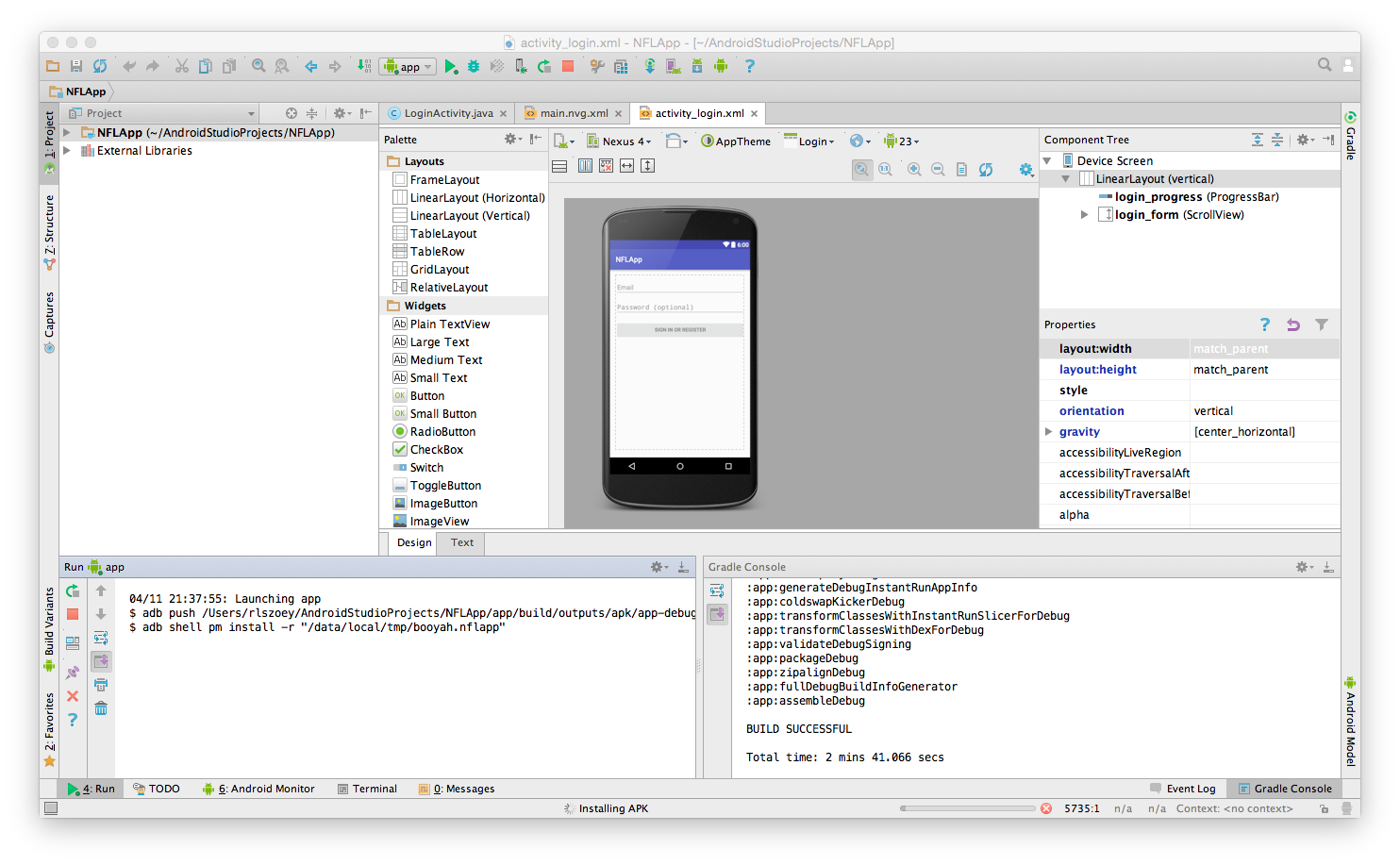
**Progress/User Stories:**

* Everyone installed Android Studio and practicing using it.
* Started taking notes on Pi Rating algorithm. Just finished planning the implementation and will begin writing code on Saturday.
* Compiling simulation data of ways to improve power rank calculation by varying how the initial set of ASM values is calculated, and how much data is used to calculate them.
* Had some trouble understanding what Android Studio’s HelloWorld program actually did.
* Antivirus seems to get in the way of running the Android simulator.
* Had to completely reinstall Android Studio, update Java and Java Virtual Machine.
* Created an app with a login screen and one with just “Welcome to Team Booyah’s app”.
* Simulated on a Nexus and Galaxy emulator using Marshmallow.
* Android Studio does not play nicely with Mac.
* Finished moving data from the old database into a SQLite database format.

**Screenshots:**



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