

# Scrum Game Using Kinect & Greenfoot

## Sprint 2 – Final Report

**Team 25**

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Chao Nie - 009320506

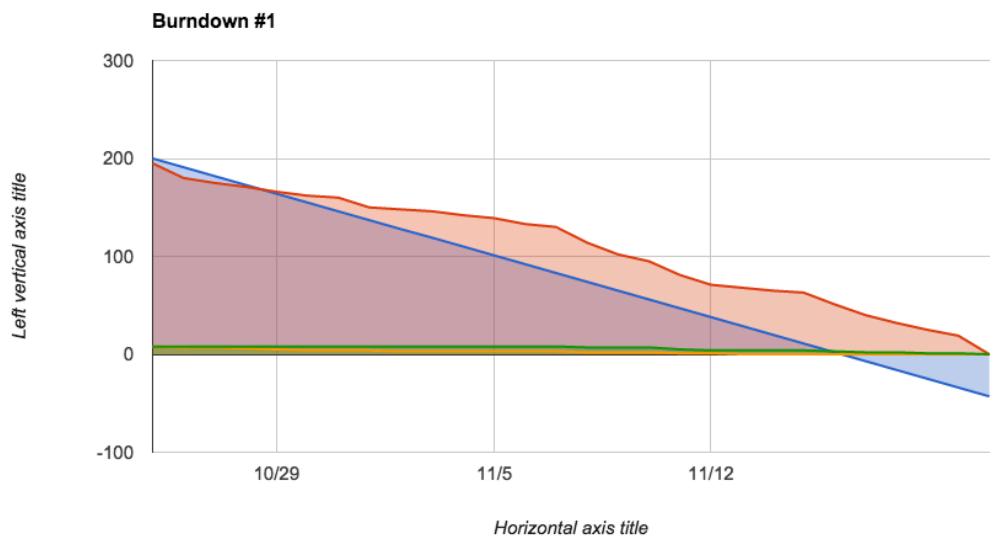
Mansi Shah - 010009909

Neeraj Gupta - 009991943

Sanstuti Srivastav - 010053082



## Burndown Chart



## Kanban Report

Requested [0/0]	In Progress [0/0]	Done [27/0]																																													
		<table border="1"><thead><tr><th>ID</th><th>User</th><th>Status</th></tr></thead><tbody><tr><td>ID 167</td><td>Sanstuti</td><td>Sanstuti</td></tr><tr><td colspan="3">Class Diagram</td></tr><tr><td>ID 176</td><td>Sanstuti</td><td>Sanstuti</td></tr><tr><td colspan="3">Finalising on design patterns to be implemented</td></tr><tr><td>ID 155</td><td>Sanstuti</td><td>Sanstuti</td></tr><tr><td colspan="3">Handling impediment card logic</td></tr><tr><td>ID 156</td><td>Sanstuti</td><td>Sanstuti</td></tr><tr><td colspan="3">Handling Tool card logic</td></tr><tr><td>ID 157</td><td>Sanstuti</td><td>Sanstuti</td></tr><tr><td colspan="3">Handling opportunity card logic</td></tr><tr><td>ID 165</td><td>chao.nie</td><td>chao.nie</td></tr><tr><td colspan="3">Use case specification diagram</td></tr><tr><td>ID 170</td><td>chao.nie</td><td>chao.nie</td></tr><tr><td colspan="3">Sketch UI to show the look and feel of the cards</td></tr></tbody></table>	ID	User	Status	ID 167	Sanstuti	Sanstuti	Class Diagram			ID 176	Sanstuti	Sanstuti	Finalising on design patterns to be implemented			ID 155	Sanstuti	Sanstuti	Handling impediment card logic			ID 156	Sanstuti	Sanstuti	Handling Tool card logic			ID 157	Sanstuti	Sanstuti	Handling opportunity card logic			ID 165	chao.nie	chao.nie	Use case specification diagram			ID 170	chao.nie	chao.nie	Sketch UI to show the look and feel of the cards		
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			<div>ID 170 chao.nie </div> <div>Sketch UI to show the look and feel of the cards</div> <div>ID 168 chao.nie </div> <div>Learn the Pencil Tool for building wireframes</div> <div>ID 175 neeraj.1286 </div> <div>Creating the Class structure and function modules for each feature</div> <div>ID 166 neeraj.1286 </div> <div>Sequence diagram</div> <div>ID 151 neeraj.1286 </div> <div>Initial 'Sprint Planning' module</div> <div>ID 161 neeraj.1286 </div> <div>Implementation of right hand movement recognition to roll dice</div> <div>ID 152 neeraj.1286 </div> <div>Burndown progress tracking module</div>

[ 0 ]	Requested [0/0]	In Progress [0/0]	Done [27/0]
			<div>ID 173 manasishah88 </div> <div>Testing all modules and different scenarios</div> <div>ID 164 manasishah88 </div> <div>Use case overview diagram</div> <div>ID 160 manasishah88 </div> <div>Create animation for moving dice on the scrum board</div> <div>ID 158 manasishah88 </div> <div>Day tracking module</div> <div>ID 159 manasishah88 </div> <div>Dice tracking module</div> <div>ID 163 anurag.bhardwaj </div> <div>Activity Diagram</div> <div>ID 153 anurag.bhardwaj </div> <div>Creating UI for plotting the burndown</div>

[ 0 ]	Requested [ 0 / 0 ]	In Progress [ 0 / 0 ]	Done [ 27 / 0 ]
			<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <span>ID 153</span> <span>anurag.bhardwaj</span> <span>[gear]</span>            Creating UI for plotting the burndown  </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <span>ID 162</span> <span>anurag.bhardwaj</span> <span>[gear]</span>            Implementation of left hand movement recognition to select card  </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <span>ID 174</span> <span>anurag.bhardwaj</span> <span>[gear]</span>            Integration of all different modules  </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <span>ID 154</span> <span>anurag.bhardwaj</span> <span>[gear]</span>            Tracking status of players  </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <span>ID 172</span> <span>chao.nie</span> <span>[gear]</span>            Sketch UI for to show the look and feel of the final burndown chart  </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <span>ID 189</span> <span>chao.nie</span> <span>[gear]</span>            Sketch UI for the main Scrum board  </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <span>ID 171</span> <span>chao.nie</span> <span>[gear]</span>            Sketch UI for dice and its different faces  </div>

## Planning Poker Estimation Screenshots

Estimate: 100

As a/an Developer I would like to dice the game modules developed in Greenfoot along with kinect so that we will be clear about things and requirements.

Estimate: 100

As a/an Developer I would like to create a Interface connection of Kinect with Greenfoot so that user should able to use gestures to play the scrum game.

100	100	100	100	100
Sanstuti S.	Chao N.	Anurag B.	Neeraj G.	Mansi

Estimate:

or

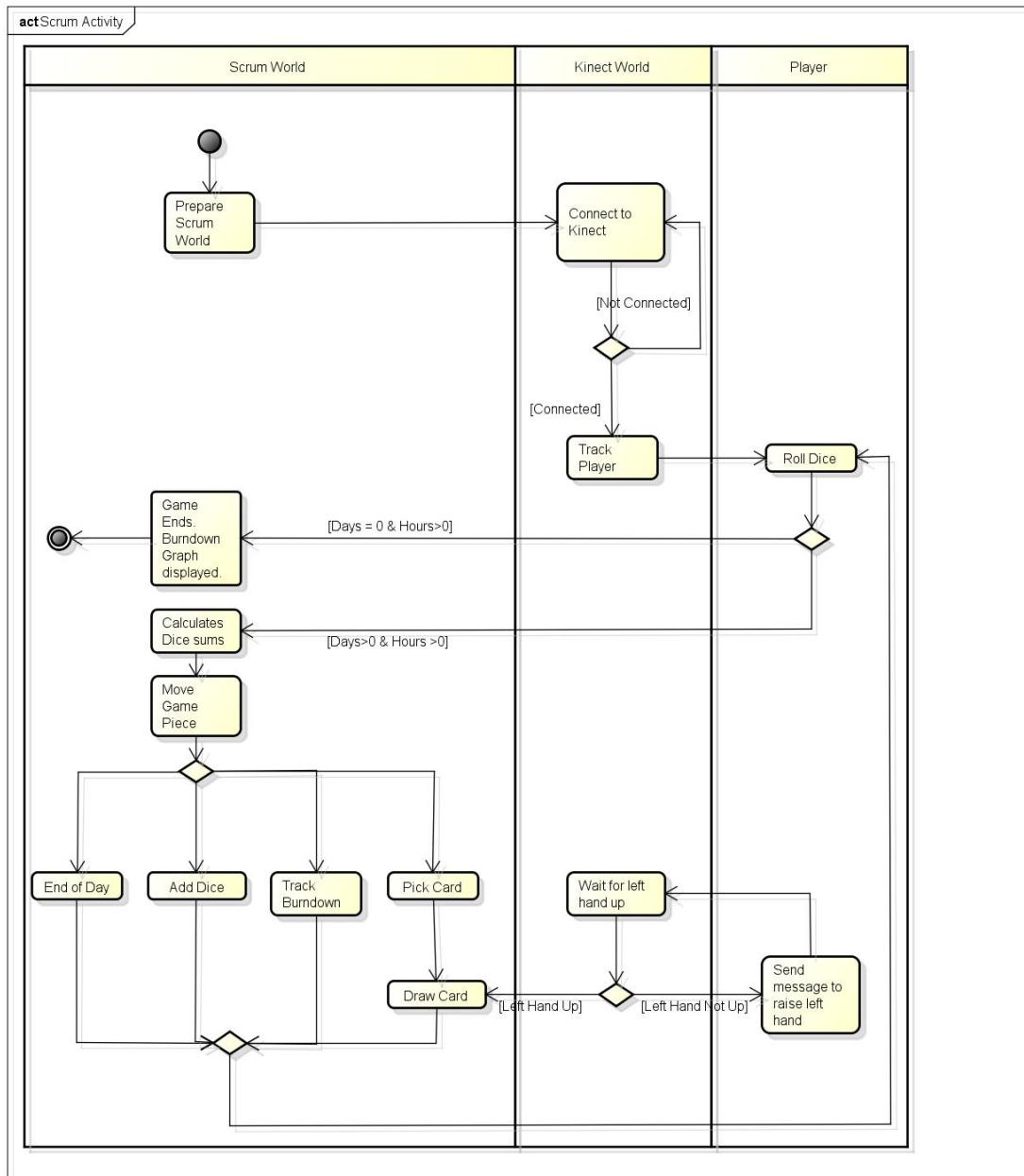
You are a MODERATOR – The game is OVER





# UML Analysis Modules

## Scrum Game system Activity Diagram



## Use Case Overview Diagram

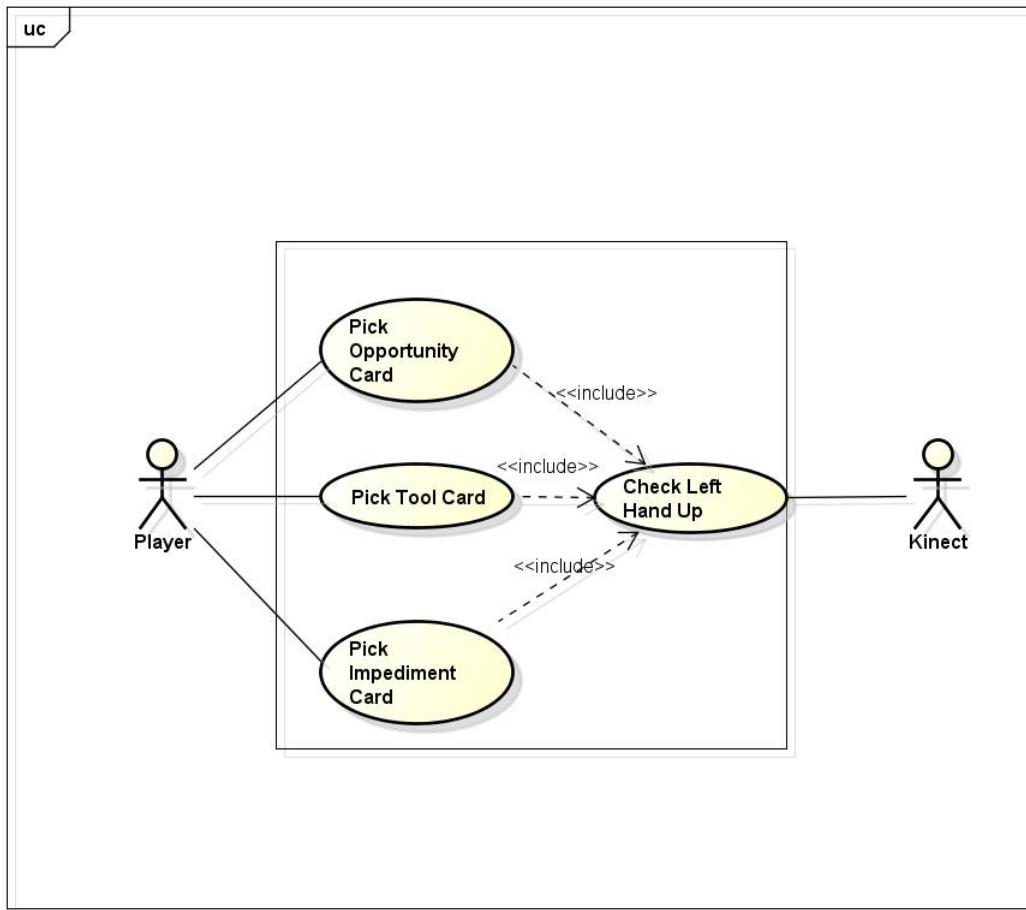


Fig Draw Card Use Case

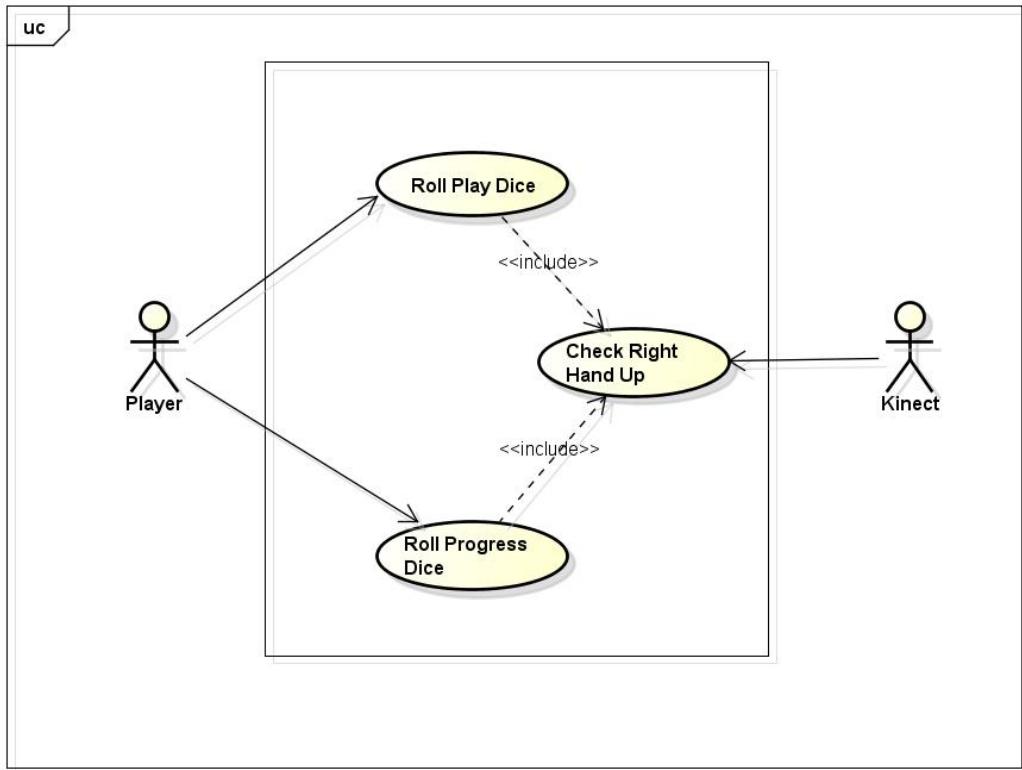


Fig Use Case For Roll Dice

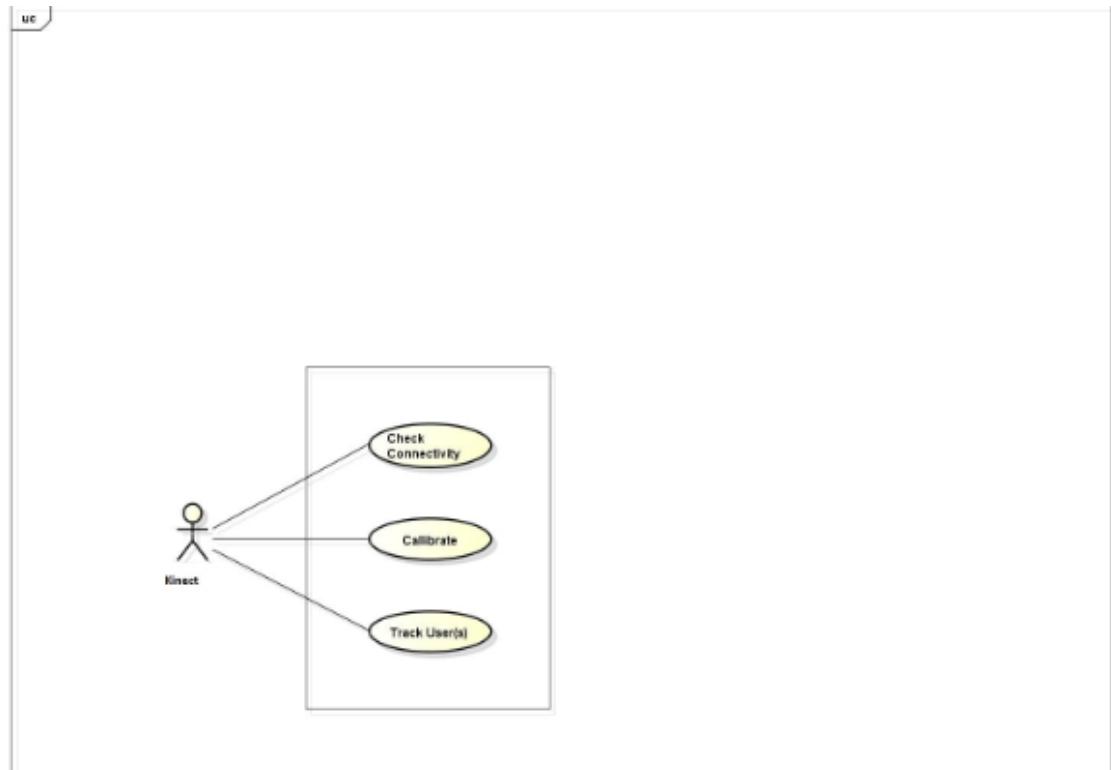
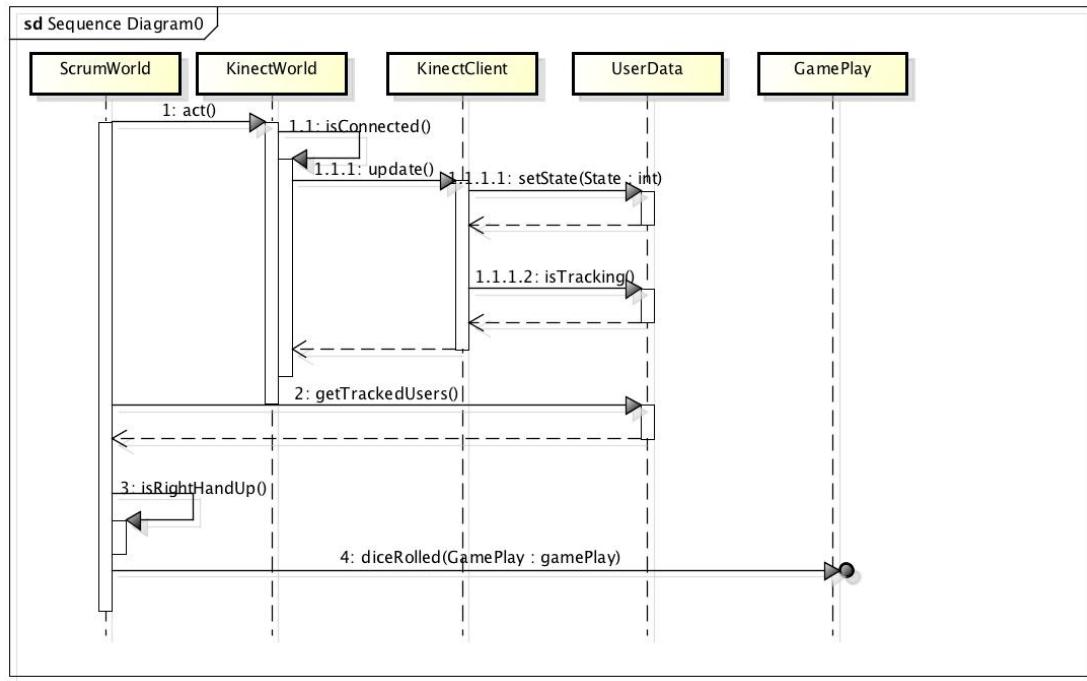


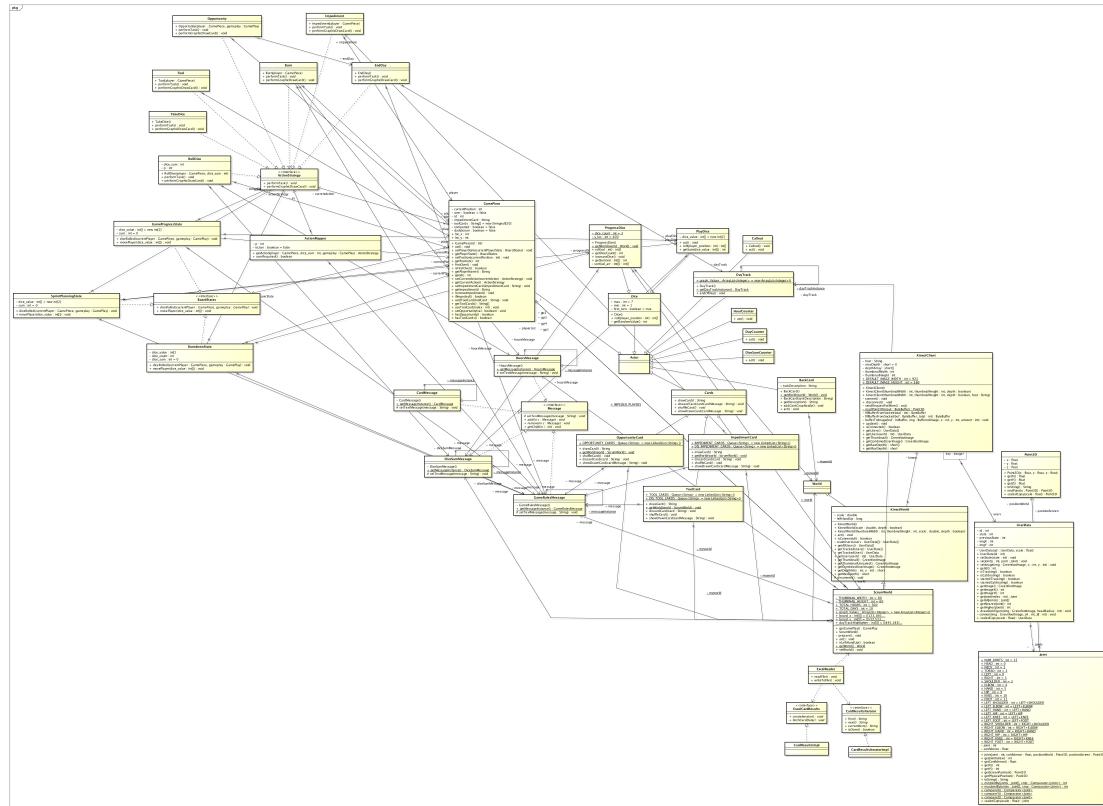
Fig Kinect Interaction Use Case



## Sequence Diagram to roll dice for Game Play



## Scrum Game system Class Diagram



## **Individual Contribution**

### **Chao Nie**

Complete testing of the system and documentation of the game. Use case specification diagram.

### **Mansi Shah**

Graphic implementation of the complete game. Message logic implementation. UML class diagram.

### **Neeraj Gupta**

Game logic for dice roll and movement of the game piece on the game board. Day tracking module. And game end logic.

### **Sanstuti Srivastav**

Plotting burn down graph and displaying it on the screen. Activity diagram of the game.

### **Anurag Bhardwaj**

Interaction and implementation of KINECT with the green foot . Sequence diagram implementation for the game.