

Artificial Intelligence in Genome Calculation

Agile Tracking Sheet

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Table 1: User Story Summary

User Story ID	User Story	Completeness Criteria	Effort Estimate (hours)	Priority	Worked in Sprint (Estimated)
1	As a developer I want to be able to test my software.	All classes with all attributes. All methods exist but are not yet functional.	4	1	1
2	As a developer I want to be able to assign a genetic trait that inherits another.	Methods exist to assign genetic traits.	2	2	1
3	As a game designer I want to end the game after the genetic data of the offspring is outputted.	Calculator stops calculating after offspring one is given.	2	3	1
4	As a game designer I want the game to end when the user selects to end.	Game ends when user says exit.	0.25	4	2
5	As a game designer I want to be able to showcase the parents' and offspring's characteristics in the output.	Call "Traits" method and print each trait under parent and offspring.	0.5	5	2
6	As a game designer I want to be able to showcase the calculation process of the Punnett Squares.	Printing each Punnett square along with its identifiers and using a for loop with a millisecond delay to showcase a "live" visualization of the calculations.	4	6	2
7	As a user I want to randomize my parent characteristics.	Output random characteristics for each parent from method that includes random function.	0.5	7	3
8	As a user I want to customize my parent characteristics.	Call and display each characteristic and have the user input their selections.	1	8	3
9	As a user I want to be able to see the visual calculations on Punnett squares.	Call and display calculations method.	3	9	3
10	As a user I want to be able to see the traits that depend on other traits going through the Di-Hybrid Cross calculation.	Call and display "betaTraits" method.	3	10	4
11	As a user I want to be able to view the offspring of my given parents' characteristics.	Game will call and display offspring method which include the traits.	3	11	4
12	As a user I want to be able to redo the entire process.	Ex. <pre> if(Game.state == STATE.GAMEOVER) { if(GameOver.restartButton.contains(mx, my)){ // Pressed Restart Button Game.setState(Game.STATE.GAME); Game.INSTANCE = new Game(); } }</pre>	4	12	4

Table 2: Sprint Work Summary

Sprint	Backlog	In Work This Sprint	Completed This Sprint
1	2-12	1	1
2	2-12	2	2 - 1
3	2-12	2- 2	2
4	1-12	2-4	2-4

Table 3: Weekly Remaining Effort Estimate (Burn Down Chart)

	Start*	Oct 17	Oct 24	Nov 7	Nov 14	Nov 21	Nov28	End
Planned	27.25	6	4	7	5	3	2.25	0
Actual		6	4	7	1	1	3	28

