

Scrum Process Management Questions

What bugs or enhancements will be included in the next product release?

In the next product release we plan on having a set of defined tasks such that there is a directed game flow. We also plan on dynamically implementing the web, email, and home screens such that usability is easier and such that screen resolutions won't affect user navigation. In addition to that, we also plan on implementing and changing the help screen to a trophy screen where objectives for the user to complete will be given. Once the objective is complete, you will earn a trophy noting the completion of the task and then you will be able to move on to the next task. Lastly, we also plan on coming up with ideas to implement better graphics in order to make the game more lively but also user friendly.

Who will work on each bug fix or enhancements implementations?

- Dynamically implement email screen and add content as necessary- Catherine Morse
- Dynamically implement web screen and make layout more realistic- Shivani Murali
- Dynamically implement home screen- Steven Sklodowski
- Implement trophy screen that has a list of tasks- Jeremy Ake
- Graphics- Norah Alalous

What resources will be required to complete the bug fixes or enhancement implementations?

In order to come up with appropriate graphics, team member Norah plans on talking to an art major in order to receive ideas. Online research will also help us in implementing graphics and in enhancements regarding screen usability. Images of University of Delaware and screenshots of webpages related to University of Delaware will be necessary to make the application more realistic.

How will successful bug fixes or enhancement be demonstrated?

In the rapid prototype, the help screen did not demonstrate user functionality but in the next product release we plan on having the help screen demonstrate functionality such that a trophy is earned when a task is completed. Also, dynamically implementing most screens will allow for the game to work on all platforms, and will allow for easier navigation/usability. In addition to that, we also plan on having enhanced graphics compared to the initial rapid prototype. In the next product release, all basic functionality of the applications will be implemented.

What bugs have been fixed or enhancements implemented?

Our team fixed bugs related to the resizing of screens and weird bugs related to clicking and rendering screens. Implemented features include creating a task screen to ensure the user has a better understanding of the game. The task screen lists everything that the user has to accomplish

to finish the game. All of the included “apps” have been drastically rewritten to ensure that are scalable to fit any amount of tasks or questions that the client could ever want. We did this using text files and other features so the words are basically plug and play. The UI and design was overhauled to look more like a final product. Overall we put a huge dent in our backlog but still have a lot further to go.

What bugs have not been fixed or enhancements not included?

As of right now we are aware of one bug going on with disposing of a screen that screen still being somewhat active in the background. Another team member is having an issue with parsing a text file. We are confident that we can get both bugs taken care of a short amount of time to continue working on the main process of the game. The biggest feature we still need to implement is the actual play-by-play of the game. All of the features are implemented so that all we need to do is to decide how the game will be driven. Once that decision is made, our team will continue working so that someone can play the game from start to end by the end of the next scrum cycle.

What resources were consumed?

The only resources that were consumed were time and energy. Our group took the entire 2 weeks to work a lot of different aspects of the project.

How can the product development process be improved?

I think we need to have more open discussion about ideas and coding. Code reviews would have a great impact on our project. They would ensure our team is coding in a way that will cooperate greater has we put everything together for the final release. I think our team also needs to put more time into the project. Everyone is busy with tests and other classes but balancing time and energy is possible to ensure more hours are put into the project.