

Sprint backlog (2013-09-23)

Planned Release #2 (September 27)

User story (As a user, I want to...)	Business value (XS – XL)	Development Effort (1,2,3,5,8,13)
start a game session to play a game locally	XL	3
have a graphical interface to display cards in a pile	XL	5
create piles to hold cards	XL	3
move a card from one pile to another	XL	5
be able to flip a card, after inspecting a pile, to show or hide it's value	L	5

Sprint review (2013-09-27)

- All stories in sprint backlog are completed.
- 21 story points completed this sprint.
- 3 refactoring needs found and added in git repository.
- Next sprint should focus on multiplayer and refactoring.
- No changes to the product backlog.

Tasks (Release 2)	Estimated time per task	Actual time per task
User story: start a game session to play a game locally	7 hours	6 hours
Create a new activity that is launched when the app is started	2 hours	2 x 1 hour
Add an entry to local play to the activity	3 hours	2 x 1 hour
DoD fulfilment	2 hours	2 x 1 hour
User story: have a graphical interface to display cards in a pile	11 hours	12 hours
Create a new view with a list of buttons	4 hours	2 x 1 hours 40 mins
Makes sure you can go back to the previous view	1 hour	2 x 20 mins
Set the background of the buttons to the correct image	2 hours	2 x 3 hours
DoD fulfilment	4 hours	2 x 1 hour
User story: create piles to hold cards	10.5 hours	9.5 hours
Create a dialog with text input that opens when an empty pile position is clicked	4 hours	4 hours
Change the appearance of the pile position after the pile is created	2 hours	2 x 1 hour
Create a new pile object and add it to the list of piles	30 mins	2 x 1 hour
DoD fulfilment	4 hours	3 x 30 mins
User story: move a card from one pile to another	10 hours	12 hours
Create a context menu that opens when a button is clicked in the pile view	2 hours	2 x 1 hour
Add an entry for moving the cards to another pile, which opens a new context menu that lists all available piles	1 hour	2 x 1 hour
Move the card to the selected pile	3 hours	2 x 2 hours
DoD fulfilment	4 hours	2 x 2 hours
User story: be able to flip a card, after inspecting a pile, to show or hide it's value	6 hours	4 hours
Add an entry to the context menu in the pile view that flips the card	1 hour	2 x 30 mins
Make the card change appearance after flipping	3 hours	2 x 1 hour 15 mins
DoD fulfilment	2 hours	15 mins