Sprint backlog (2013-10-07)

Planned Release #4
(2013-10-10)

User story (As a user, I want to...)	Business value (XS – XL)	Development Effort (1,2,3,5,8,13)
be able to protect a pile so that other users can't access it	XL	5
be able to deal cards from a pile easily	L	5
be able to quickly perform an action on a card in the pile view	L	5
see the table when moving cards	L	8
terminate a session	M	5
be able to peek at a card that is face down when having inspected a pile	M	5
peek at all the cards in a pile at once	M	1
be able to move an entire pile	S	2
restart the game	S	2
rename an existing pile	XS	2

Sprint review (2013-10-10)

- 9 user stories completed, 1 postponed due stability issues.
- 35 story points completed.
- 3 refactoring needs found and added to Github.
- Next sprint should focus on bug fixes and polishes.
- 4 stories added to Product Backlog from Icebox.

Tasks (Release 4)	Estimated time per task	Actual time per task
User story: be able to protect a pile so that other users can't access it	**12 hours**	**9 hours 40 mins**
Add a way to extract an 'ID' from a player.	1 hour	40 mins
Create an option to set a pile to be protected and set the 'ID' as protector	1 hour	1 hour
Add a check when opening a pile view to see if the pile is protected and then if the opening user is the 'protector'.	2 hours	2 hours
Add an option to unprotect a pile and an operation that removes the protected state from the pile	2 hours	2 hours
Add a notification when a users tries to open another users protected pile.	1 hour	30 mins
Set the image of a protected pile to show that it is protected	2 hours	1 hour
DoD fulfilment	3 hours	2 hours 30 mins
User story: be able to deal cards from a pile easily	**7 hours**	**4 hours 10 mins**
Add a deal option to the pile context menu	1 hour	10 mins
Implement the deal functionality	4 hours	2 hours
DoD Fulfilment	2 hours	2 hours
User story: be able to quickly perform an action on a card in the pile view	**4 hours**	**3 hours 30 mins**
Implement swipe up --> move card	1 hour	45 mins
Implement double tap --> flip card	1 hour	1 hour
Implement swipe down --> peek on card	1 hour	45 mins
DoD Fulfilment	1 hour	1 hour
User story: see the table when moving cards	**9 hours**	**8 hours**
Modify TableView to work when choosing the pile to move to	4 hours	4 hours 30 mins
Make sure the user gets back to the pileView (even when pressing back) [	2 hours	2 hours
DoD - fulfillment	3 hours	1 hour 30 mins
User story: terminate a session	**12 hours**	**9 hours**
Create an "app options" menu that has an entry for Exit, that disconnects from the current session and starts a new startScreen	4 hours	2 hours
A disconnect-message is sent to the GameController when exiting.	1 hour	1 hour
If the disconnecting user is the host, all clients should close their session as well	2 hours	3 hours

If the disconnecting user is a client, the host should be told that the user is leaving so all connections are properly shut down	2 hours	2 hours
DoD fulfilment	3 hours	1 hour
User story: be able to peek at a card that is face down when having inspected a pile	**6 hours**	**3 hours 30 mins**
Add a peek option to the card context menu	1 hour	30 mins
Make the selected card visible to only the requesting device	2 hours	2 hours
DoD Fulfilment	3 hours	1 hour
User story: peek at all the cards in a pile at once	**2 hours 30 mins**	**1 hour 40 mins**
Add a entry to the pileview context menu to peek at all cards	30 mins	20 mins
Implement the "peek all" functionality	1 hour	20 mins
DoD Fulfilment	1 hour	1 hour
User story: be able to move an entire pile	**2 hours 30 mins**	**2 hours 10 mins**
Add a menu entry to the pile context menu	30 mins	10 mins
Implement the "move pile" functionality	1 hour	1 hour
DoD fulfillment	1 hour	1 hour
User story: An option is available to reset the game to the initial state for all players	**6 hours**	**2 hours 25 mins**
Add an option in the "app options" menu to reset the game	2 hours	20 mins
Add a reset operation that creates a new fresh game state (that is pushed to all devices)	2 hours	15 mins
DoD Fulfilment	2 hours	1 hour 50 mins
User story: rename an existing pile	**3 hours 45 mins**	**12 hours**
Add a context menu for renaming a pile	15 mins	30 mins
Make the GameController change the name of the pile for all users	30 mins	1 hour
Refactor naming logic	1 hour	8 hours
DoD-fulfilment	2 hours	2 hours 30 mins