Sprint backlog (2013-09-30)

Planned Release #3
(2013-10-04)

User story (As a user, I want to…)	Business value (XS – XL)	Development Effort (1,2,3,5,8,13)
play with other users on multiple devices	L	13
be able to see the name of a pile.	M	3
be able to have a pile of cards automatically shuffled so I don't have to do it myself.	M	3
see how many cards are in a pile	XS	1
delete an empty pile to make room for new ones	XS	2
rename an existing pile	XS	2
set an entire pile to either face up or down	S	3
be able to send all cards in a pile to another pile	S	3

Sprint review (2013-10-04)

- 7 user stories completed, 1 left for next week.
- 28 story points completed this sprint.
- 1 big refactoring completed and 1 new found and added to github.
- Next sprint should focus on usability and product quality.
- 3 stories added to Product Backlog from Icebox.

Tasks (Release 3)

Tasks (Release 3)	Estimated time per task	Actual time per task
User story: play with other users on multiple devices	**24 hours**	**38 hours**
Have a start screen with options to create a game or join somebody else's game	1 hour	2 x 15 mins
Refactor Game- and Gui- controller to make them communicate over the network	8 hours	18 hours 30 mins
Create a dialog where the user can enter the ip adress of the game host	3 hours	3 x 1 hours
Make the Gui-controller send operations over the network to the GameController when a user takes an action	2 hours	2 x 2 hours
Make the Game-controller send the state of the game to all connected Gui-controllers	2 hours	3 hours
DoD fulfilment	8 hours	3 x 2 hours + 3 hours
User story: be able to have a pile of cards automatically shuffled so I don't have to do it myself.	**11 hours**	**4 hours 40 mins**
Create a context menu for longpress on the buttons in the tableview	3 hours	2 hours
Add an option to shuffle the pile, that tells the gamecontroller to shuffle it	3 hours	1 hour
Create a method in GameController to shuffle a pile	30 mins	30 mins
Create a method in Pile that shuffles it	30 mins	10 mins
DoD - fulfillment	4 hours	1 hour
User story: be able to see the name of a pile.	**6 hours**	**5 hours**
Limit the length of the name so it fits the card	2 hours	2 x 30 mins
Make the text clearly visible in the tableView	2 hours	2 x 1 hour 30 mins
DoD - fulfillment	2 hours	1 hour
User story: see how many cards are in a pile	**1.5 hours**	**1 hour**
Make the size of the pile visible in the tableView	30 mins	30 mins
DoD – fulfillment	1 hour	30 mins
User story: delete an empty pile to make room for new ones	**6 hours**	**2 hours 30 mins**
Add an option to the context menu to delete a pile. This should only work if the pile is empt	3 hours	1 hour
Make the gamecontroller remove it and update the state	1 hour	30 mins
DoD – fulfillment	2.5 hours	1 hour 30 mins
User story: set an entire pile to either face up or down	**1.5 hours**	**1 hour 10 mins**
Add menu entries to the pile context menu	30 mins	10 mins
Add necessary methods and operations	1 hour	1 hour
DoD – fulfillment	30 mins	30 mins
User story: be able to send all cards in a pile to another pile	2 hours	2 hours
Add the menu entry and its submenu entries	30 mins	1 hour
Add moveAll to the list of operations and create necessary methods	1 hour	30 mins
DoD – fulfillment	30 mins	30 mins