

Team 17

| Team Member Name | PID | UCSD Email ID |
|------------------|-----------|-----------------|
| Patrick Liu | A14145491 | ptliu@ucsd.edu |
| Yutong Qiu | A91083633 | yuq005@ucsd.edu |
| Daniel Tan | A13700426 | dytoo2@ucsd.edu |
| Wenyi Li | A92126727 | wel164@ucsd.edu |
| Duy Pham | A13306494 | dnp014@ucsd.edu |
| Beverly Li | A13523828 | belo58@ucsd.edu |

Milestone 1 - Planning Phase

Risk Analysis

Following guidelines on Moodle (Link: <https://csemoodle3.ucsd.edu/mod/page/view.php?id=1321>)

Risks:

Risk 1: Not meeting enough

Description: Schedule conflict

Severity: High

Resolution: Communicating through slack

Status: Resolved

Risk 2: Not communicating with the customer enough

Description: Customer may have a different idea than what is implemented

Severity: High

Resolution: Ask more questions or as many as needed

Status: In progress

Risk 3: Failure to make a good estimation

Description: Estimation not accurate due to lack of experience and lack of skills

Severity: High

Resolution: Start learning and adjust estimation as the project progresses

Status: In progress

Risk 4: Unfamiliarity with music app and location APIs

Description: estimation will be larger because we have to take learning into

consideration

Severity: High

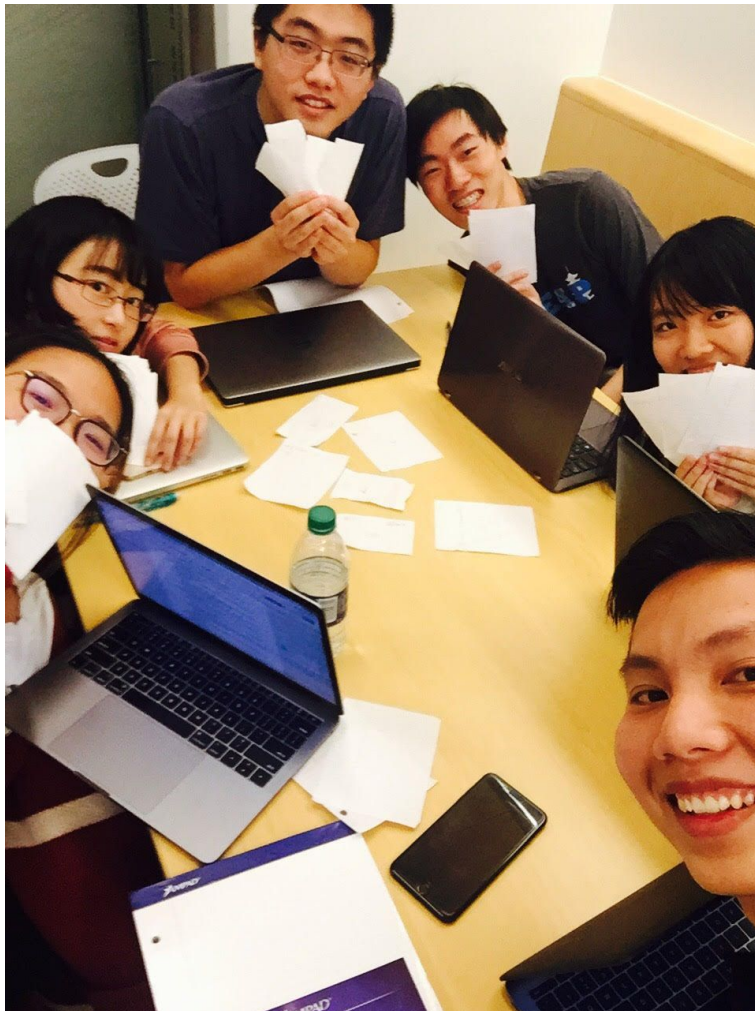
Resolution: Read documentation for API, work with someone more experienced with the API

Status: In progress

Our **initial velocity** is 0.5. Since we did not know our productivity and familiarity on android and team programming, we supposed that we are only working half as productive as we were expected to.

Planning Poker

Following guidelines on Moodle (Link: <https://csemoodle3.ucsd.edu/mod/page/view.php?id=1321>)



Planning poker record:

| User Story | Hands | False Assumption |
|------------|-------------------|--|
| 1 | 20 22 20 20 36 20 | Did not take UI implementation into account; Overlook the complexity of implementing albums; Rick Ord's Law |
| 1 | 20 | |
| 2 | 14 12 20 30 15 16 | Overlook the complexity of Flashback mode; UI takes long time (UI is actually mostly finished by US1); |
| 2 | 20 | |
| 3 | 2 2 3 5 5 10 | Buffer zone in between tasks; Overlook testing |
| 3 | 5 | |
| 4 | 6 5 4 4 3 3 | There are two buttons (it is actually one button switching states); |
| 4 | 4 | |
| 5 | 1 2 4 4 4 | Still have to do favorite buttons in this user story (actually done in user story one); exact same functionality as user story 4 |
| 5 | 2 | |

URL of ZenHub Project:

Insert ZenHub URL here

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-17/boards?epics=119213100_10&repos=119213100

Note: Make sure to cover the below 4 items **in** your ZenHub project

- User Stories (*including UI wireframes, if not included below*)
- Tasks

- Iterations
- Scenario-Based System Tests (We recommend a “Developer Story” at the end of the Iteration to hold these, one Task for System Test.)

User Interface Progressions/Screens (Wireframes)

Only if you don't store User Stories in ZenHub, insert here, ordered and labelled by User Story

None