

Planning Poker Session

Team members:

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Logout:

Choices:

3: IIII

5: I

Discussion: Some chose 5 as a precautionary measure in order to make sure that we are not underestimating how much the story might take. In the end the log out does not involve that much effort since it is mainly removing the username from the players lobby.

Final choice: 3

Simple move:

Choices:

5:III

8: I

13:I

Discussion: The choice for 13 is also making sure that we don't underestimate how much the story might take to do, the choice for 8 is due to the simple move would be the first move being implemented and therefore the one which could give most problems, since we would have to probably understand how a move is supposed to work. The idea behind the choice of 5 was since the move would only be a simple one and therefore would not involve too much implementation.

Final choice:8

Single jump:

Choices:

5:III

8: II

Discussion: The choice for 5 was since it would only be a single jump it would not be too hard to make. The choice of 8 was defended with the fact that the single piece would have to keep track of certain things like making sure that the piece does not jump out of the board or that a piece does not jump backwards when they are not a king.

Final choice: 8

King a piece:

Choices:

3:II

5:II

13:I

Discussion: The people arguing for 3 thought the kinging of a piece was only the need to convert the piece to a king piece. For the people that say 5 is a valid story point count, the kinging of a piece is a little more complicated than that since it should also move backwards while also following the other rules for the checkers rules. The person that said kinging a piece is worth 13 points said that since the king would be able to make backwards and forwards moves it would be much more complicated. Once it was discussed, it was decided that the implementation for that would not be too hard.

Final choice: 5

Multiple jumps:

Choices:

8:IIII

13:I

Discussion: The multiple jumps was said to be worth 13 points by the person that said that the story is worth 13 points since it would involve checking many other factors. This includes the fact that there could be many moves available and you should only be able to continue making moves if you're moving the same piece that just took a piece and make sure to end the turn there. The people that said it was worth 8, said it for the same reason but that it falls in the middle of most difficult and easy to implement or complete.

Final choice:8

Win game:

Choices:

2:I

3:II

5:II

Discussion: The win game was thought by the person that said that it was worth 2 that it would just be ending the game and declaring a winner, the people that chose 3 agreed with this. The people with the choice of 5 said that it would not be quite that easy since the messages being printed to each player would be shown here, and also determining if the pieces of the other player are all outside the board or "taken".

Final choice: 3

Resign from game:

Choices:

2:II

3:II

5:I

Discussion: In this story the choices were agreed to be low. The people that said 3 said that the game would only involve getting out of the game, and the people that said 2 agreed. The person who chose 5 then explained how the story would have to put the players back into the list of online players and also allow them to be put into another game with someone else.

Final choice: 5

Undo move:

Choices:

3:I

5:IIII

Discussion: The reasoning behind undo move for only 3 was the thought that it only entailed putting the piece back in its old place. After realizing that they would also have to put back any pieces that they jumped over in the move, the person agreed that 5 points for the story was a better choice.

Final choice:5