Team #<number>

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Milestone 1 - Planning Phase

Risk Analysis

Following guidelines on Moodle (Link: https://csemoodle3.ucsd.edu/mod/page/view.php?id=1321)
Risk: Difficulty of Communication
Description: Based on conflicting schedules, it could be hard to find a time to meet up.
Severity: High
Resolution: List out available times and find a weekly meeting time that works for everyone and communicate through slack.
Status: Resolved

Risk: Skillset
Description: Varying skills in android
Severity: Medium
Resolution: Delegate tasks based off skill and pair those more familiar with android with those less familiar. Participate and review and review labs to gain a similar familiarity with android.
Status: In progress

Risk: Time Constraints
Description: As students, we have other class obligations and we might underestimate how much time it'll take to complete this work
Severity: Medium
Resolution: Start early, start often. We should be pessimistic/realistic with timetables and proactively plan meetings to meet up.
Status: In progress

Risk: Not Familiar with Agile Process
Description: For all of us, this is our first time working with the agile process, so there will be some learning curve to stayed organized and on time with our work, following this process.
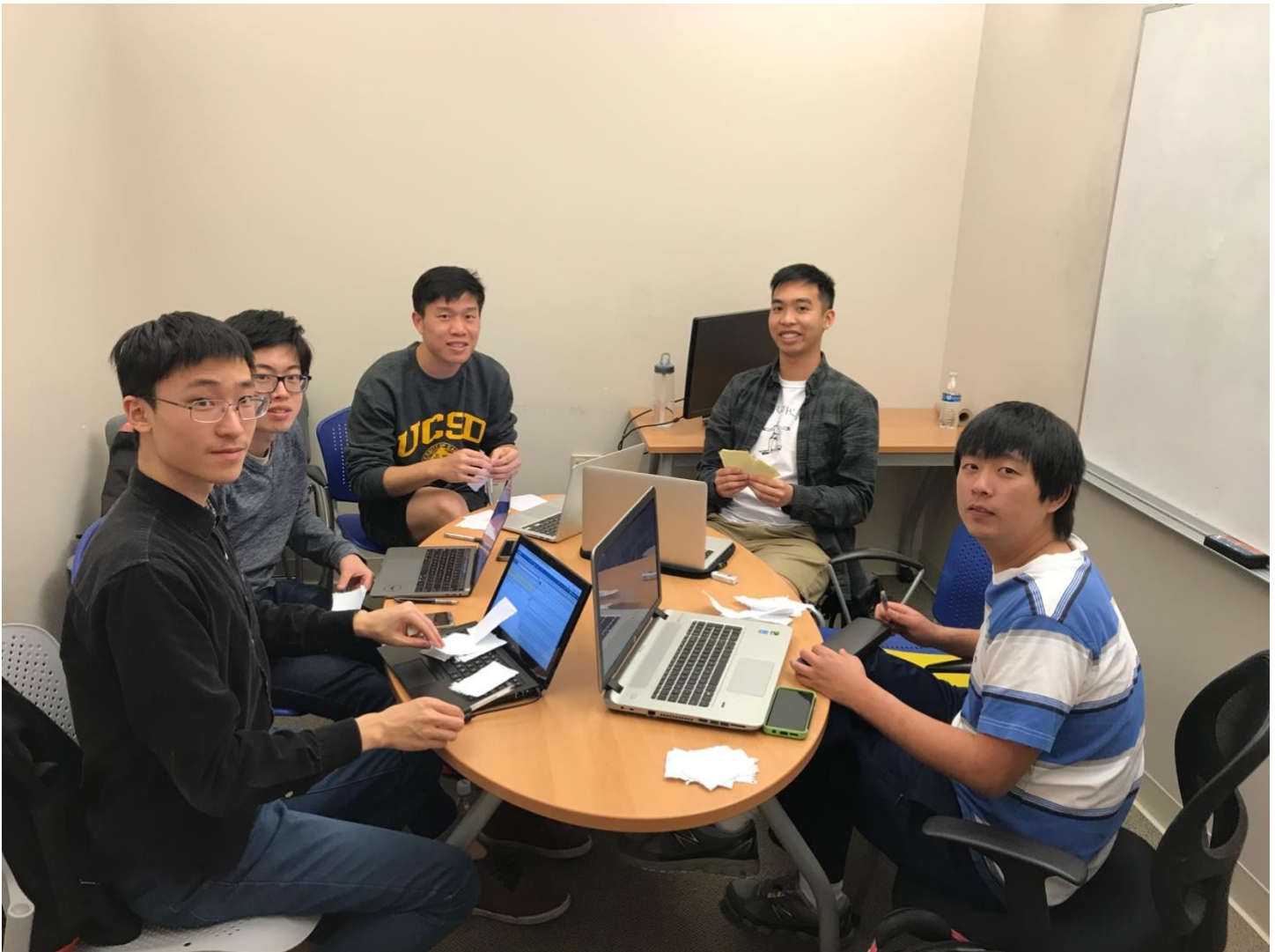Severity: Low
Resolution: Keep up with the content in class by paying attention to lecture, reading the book etc.

Status: In progress.

Velocity: 0.6 Based on our team size, our daily schedules, our experience with agile/team-based development, communication skills, and the fact that we're full time students, we feel that this velocity is an appropriate measure of our efficiency.

Planning Poker

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

S#	Name	Hand	False Assumptions Uncovered
1	Recording location and time when songs are played	10 4 24 6 6 6	We have team member who are familiar with using database
2	Add songs in library	4 8 4 2 6 6	Connecting to streaming service
3	Select track/album to play	7 12 5 1 4 6	We need a fancy UI to play the song

4	Playing music during Flashback mode	24 20 8 6 16 2	Google handles the location calculation? we do not need update list automatically
4	Playing music during Flashback mode	8 15 8 14 16 6	None
5	Switch between Flashback and Regular mode	3 2 2 2 5 3	We need a fancy UI for that
6	Indicate songs as favorites and disliked	2 4 3 2 3 3	No assumptions.
7	Display date/time/location when the song is last played	2 6 3 4 3 4	We don't have page for playing songs
8	Opening Screen	6 3 2 4 2 8	Varying skills w/ Android Studio--learning curve

URL of ZenHub Project:

https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-21/boards?repos=119305034

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