## AGILE SPRINT BACKLOG TEMPLATE WITH BURNDOWN CHART

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BACKLOG TASK & ID	STORY POINTS	ASSIGNED TO	STATUS	ORIGINAL ESTIMATE	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6	DAY 7	DAY 8	DAY 9	DAY 10	SPRINT REVIEW
User Story #1															
Update User Requirements	2	Bljah	Completed	1	0	0	0	0	1	×	×	×	×	×	
Update UML	4	Everyone	Completed	3	1	0	1	1	1	×	×	×	×	×	
Implement writing to file/random address	7	Kylie	Completed	3	1	1	3	0	0	×	×	×	×	×	
Implement reading from the file	7	Everyone	Completed	3	0	1	3	0	0	×	×	×	×	×	
Determine how to calculate the distance	8	Kiersten	Completed	1	0	1	1	2	0	×	×	×	×	×	
Implement compareTo/Priority Queue	9	Everyone	Completed	5	0	1	3	2	0	×	×	×	×	×	
Print a representation of the map	7	Everyone	Did not complete	2	0	0	0	2	4	×	×	×	×	×	
User Story #2															
Print a representation of the map	8	Kylie	Completed	10	3	2	0	0	0	6	×	0	2	0	
Display houses with orders on the map	2	Kylie	Completed	5	0	1	0	1	0	5	×	0	1	0	
Generate 100 random order times	2	Kiersten	Completed	3	1	1	1	0	0	0	0	0	0	0	
Generate a file that now contains 100 addresses AND order times	3	Kiersten	Completed	1	0	0	1	0	0	0	0	0	0	0	
Make the priority queue prioritize by order time	2	Kiersten	Completed	4	0	0	0	0	1	3	0	0	0	0	
Compute a route that the truck must follow to visit each location in order of order time	7	Bljah	In Progress(WORKS IF DIRECTION AND STREET	10	0	0	0	1	1	1	4	0	2	2	
	2	Bljah	Completed	4	0	2	1	1	1	0	0	0	0	0	
Display a simulation of the truck's movement (Make the output update based on the route)	8	Kylie	Complete(CURRENTLY JUST A SIMPLE	10	0	0	0	1	2	4	3	4	6	0	
Update user requirements, UML, Documentation and Burndown Chart	3	Kylie	Completed	5	2	1	0	0	0	0	0	0	0	1	
User Story #3															
Compute a route that the truck must follow to visit each location in order of order time	7	Kylie/Elijah	Completed	3	3	0	3	×	×	×	×	×	×	×	
visit each location in order of order time  Resize Neighborhood to 10x10 instead of 20x20															
(Make the map adjustable, could be 15x15)	7	Kylie	Completed	10	2	2	0	0	6	×	×	×	×	×	
Change location color after it was visited  Use Strategy Design Pattern to implement at	2	Kylie	Completed	4	0	0	0	0	3	2	3	x	x	x	
least 2 routing strategies.	4	Kiersten	Completed	2	0	0	0	0	0	2	0	0	0	0	
Create alternate route method that either takes only left turns or right turns	7	Bljah													
Correct distance method (does not work in one scenario)	3	Kylie	Completed	3	2	0	0	0	2	×	×	x	x	×	
	3	Kiersten	Completed	2	1	0	0	0	0	0	0	0	0	0	
Compare cost effectiveness of each routing	5	Kiersten	Completed	6	0	0	0	1	1	5	0	0	0	0	
method. Update user requirements, UML, Documentation	3	Kylie	Completed	2	0	0	0	0	0	0	0	2	2		
and Burndown Chart User Story #4															
Task															
Task															
Task															
Task															
User Story #5															
Task															
Task															
Task															
Task															
TOTAL				102	16	13	17	12	23						0

