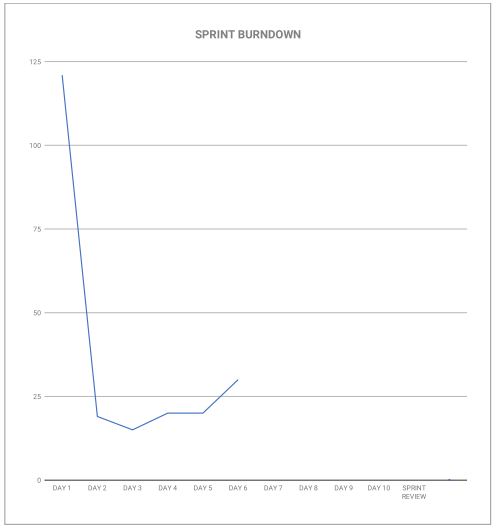
AGILE SPRINT BACKLOG TEMPLATE WITH BURNDOWN CHART

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	Elijah	Completed	1	0	0	0	0	1	x	x	x	x	x	
Update UML	4	Everyone	Completed	3	1	0	1	1	1	x	x	x	x	x	
Implement writing to file/random address	7	Kylie	Completed	3	1	1	3	0	0	x	x	x	x	x	
Implement reading from the file	7	Everyone	Completed	3	0	1	3	0	0	x	x	x	x	x	
Determine how to calculate the distance	8	Kiersten	Completed	1	0	1	1	2	0	x	x	x	x	x	
Implement compareTo/Priority Queue	9	Everyone	Completed	5	0	1	3	2	0	x	x	x	x	x	
Print a representation of the map	7	Everyone	Did not complete	2	0	0	0	2	4	x	x	x	x	x	
User Story #2															
Print a representation of the map	8	Kylie	Completed	10	3	2	0	0	0	6	x	0	2	0	
Display houses with orders on the map	2	Kylie	Completed	5	0	1	0	1	0	5	x	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	Elijah	In Progress(WORKS IF DIRECTION AND STREET	10	0	0	0	1	1	1	4	0	2	2	
Output the length of the route	2	Elijah	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	x	x	x	x	x	x	x	
Resize Neighborhood to 10x10 instead of 20x20 (Make the map adjustable, could be 15x15)	7	Kylie	Completed	10	2	2	0	0	6	x	x	x	x	x	
Change location color after it was visited	2	Kylie	Completed	4	0	0	0	0	3	2	3	x	x	x	
Use Strategy Design Pattern to implement at 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	Elijah	INPROGRESS(Does not Crash)	2	2	1	2	0	0	2	2	1	1	3	
Correct distance method (does not work in one scenario)	3	Kylie	Completed	3	2	0	0	0	2	x	x	x	x	x	
Add food order to each randomly generated customer event	3	Kiersten	Completed	2	1	0	0	0	0	0	0	0	0	0	
Compare cost effectiveness of each routing method	5	Kiersten	Completed	6	0	0	0	1	1	5	0	0	0	0	
Update user requirements, UML, Documentation and Burndown Chart	3	Kylie	Completed	2	0	0	0	0	0	0	0	2	2	0	
User Story #4															
Make original route handle U-turns	6	Kylie	Completed	5	0	0	1	7	x	x	x	x	x	x	
Make second route fully function	8	Elijah													
Change time units to real time (hours, mins, etc.)	4	Kiersten	Completed	4	0	1	0	0	2	1	x	x	x	x	
Implement the observer pattern (refactor)	5	Kylie	Completed	7	0	0	0	1	2	3	3	x	x	x	
Implement the singleton design pattern	2	Completed together IN CLASS	Completed	0	0	0	0	0	1	x	x	x	x	x	
User Requirements	2	Kiersten	Completed	1	1	x	x	x	x	x	x	x	x	x	
UML, Documentation, Backlog	2	Kylie	Completed	0	0	0	0	0	2	x	x	x	x	x	
User Story #5															
Task															
Task															
Task															
Task															
TOTAL				121	19	15	20	20	30						0