Planning Summary for Iteration 2

Goal of iteration two

Guess A Number	Iteration 1
Goal (Why is it worthwhile to run the sprint? What should be achieved? For instance, address a risk, test an assumption, or complete a feature.)	
In this iteration, my goal is to implement a simple game of guessing a secret number. It is simple, but it is also fun, so it is worthwhile as a iteration. 1. The program shall generate a random number between 0 and 99. 2. The USER can input his / her guess. 3. the program shall response with "COLD" if the guess is more than or equal 40 from the target number 4. the program shall response with "COOL" if the guess is within 20-39 of the target number 5. the program shall response with “WARM” if the guess is within 10-19 of the target number 6. the program shall response with “HOT” if the guess is within 1-9 of the target number 7. If the guess is correct, the program shall response with "You got it in n trials".	
METHOD(How is the goal met? Which artefact, validation technique and test group are used? For instance, paper prototype, spike, shippable product increment; product demo, usability test, A/B test; users, customers and/or internal stakeholders.)	
A single page application for this game will be the final product. It should be run well in all modern browsers.	
Metrics(How do you determine if the goal has been met? For instance, at least three of the five testers carry out the usability test successfully in less than a minute.)	
Five classmates will be invited to test this application. All of them should complete a game successfully in 5 minutes.	

Planned task list

- Planning task
- Design task
- Coding task
- Testing task
- Postmortem task

Time estimate table for each task

Student	Zhong Wei	Date	31/03
Instructor	Luofeng Xu	Program#	BCPR280

Date	Start	Estimate Time	Phase	Comment
31-03	10:00	10	Planning	What is the reqirement? What is the output? etc
31-03	10:20	10	Design	How should the interface be? How many objects are there in the game?
31-03	10:35	20	Coding	
31-03	11:00	10	Testing	
31-03	11:20	10	Postmortem	

A record of the actual time each task took

Student	Zhong Wei	Date	31/03
Instructor	Luofeng Xu	Program#	BCPR280

Date	Start	Stop	Interrupt Time	Delta Time	Phase	Comment
31-03	10:00	10:15		15	Planning	
31-03	10:20	10:30		10	Design	
31-03	10:35	10:45		10	Coding	
31-03	11:00	11:10		10	Testing	
31-03	11:20	11:30		10	Postmortem	