

Planning Summary for Iteration 4

Goal of Iteration

Guess the Number	Iteration 4
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 more complex game to let Computer guessing a secret number in my mind. It is the most complex Guessing number game, and it is more fun, so it is worthwhile as a iteration.	
<ol style="list-style-type: none">1. The USER mentally selects a number between 0 and 99, and the Computer tries to guess it.2. The Computer outputs its guess,3. and the USER shall response with "COLD" if the guess is more than or equal 40 from the target number4. the USER shall response with "COOL" if the guess is within 20-39 of the target number5. the USER shall response with "WARM" if the guess is within 10-19 of the target number6. the USER shall response with "HOT" if the guess is within 1-9 of the target number7. If the guess is correct, the USER shall response with "correct".8. If the User lies, the Computer should complain.	
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	08/04
Instructor	Luofeng Xu	Program#	BCPR280

Date	Start	Estimate Time	Phase	Comment
08-04	16:00	20	Planning	What is the requirement? What is the output? etc
08-04	16:30	20	Design	How should the interface be? How many objects are there in the game?
08-04	17:00	90	Coding	
08-04	19:00	20	Testing	
08-04	19:30	10	Postmortem	