

Planning Summary for Iteration 5

Goal of Iteration

| Guess A Number | Iteration 5 |
|--|-------------|
| 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 use Bootstrap to make the user interface better. <ol style="list-style-type: none">1. The USER mentally selects a number between 0 and 99,2. and the computer tries to guess it.3. The computer outputs its guess,4. and the User response with "Try higher", "Try lower" or "correct".5. The computer should keep count of the number of guesses.6. The computer should complain if the USER has lied. | |
| 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 | 06/04 |
| Instructor | Luofeng Xu | Program# | BCPR280 |

| Date | Start | Estimate Time | Phase | Comment |
|-------|-------|---------------|------------|---|
| 20-04 | 10:00 | 10 | Planning | What is the requirement? What is the output? etc |
| 20-04 | 10:20 | 10 | Design | How should the interface be? How many objects are there in the game? |
| 20-04 | 10:35 | 60 | Coding | |
| 20-04 | 11:50 | 30 | Testing | |
| 20-04 | 12:30 | 10 | Postmortem | |

A record of the actual time each task took

| | | | |
|----------------|------------------|-------------|--------------|
| Student | Zhong Wei | Date | 06/04 |
| Instructor | Luofeng Xu | Program# | BCPR280 |

| Date | Start | Stop | Interrupt Time | Delta Time | Phase | Comment |
|-------|-------|-------|----------------|------------|------------|---------|
| 20-04 | 10:00 | 10:15 | | 15 | Planning | |
| 20-04 | 10:20 | 10:35 | | 15 | Design | |
| 20-04 | 10:35 | 11:45 | | 70 | Coding | |
| 20-04 | 11:50 | 12:10 | | 20 | Testing | |
| 20-04 | 12:20 | 12:30 | | 10 | Postmortem | |