Planning Summary for Iteration 3

Goal of Iteration

Guess A Number	Iteration 3
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 another guess game to let the Computer guessing a secret number in my mind. It is a bit complex, but it is more fun, so it is worthwhile as a iteration. 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		Program#	BCPR280

Date	Start	Estimate Time	Phase	Comment
06-04	10:00	10	Planning	What is the reqirement? What is the output? etc
06-04	10:20	10	Design	How should the interface be? How many objects are there in the game?
06-04	10:35	60	Coding	
06-04	11:50	30	Testing	
06-04	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
06-04	10:00	10:15		15	Planning	
06-04	10:20	10:35		15	Design	
06-04	10:35	11:45		70	Coding	
06-04	11:50	12:10		20	Testing	
06-04	12:20	12:30		10	Postmortem	