

CSE 563 SRS - Assignment 05 - Report

Group 21 - Game of Life

Date: December 2nd, 2021

Project Team:

1. Srinivas Siripurapu, Product Owner (ASU ID: 1219478416)
2. Sandeep Kurukuti, Frontend Developer (ASU ID: 1223116258)
3. Pavan Kumar Konjeti, Backend developer (ASU ID: 1222501267)
4. Amrit Sai Sathyanarayana, Design Engineer (ASU ID: 1221899822)
5. Shivani Devualpally, UX Engineer (ASU ID: 1223117961)
6. Soundarya Kanagaraj, Stakeholder

Product Backlog:

Backlog 8 user stories

[+ USER STORY](#)[Filters](#)☒ Tags

USER STORY	STATUS	POINTS	
<div><div><div></div><div></div></div><div><input type="checkbox"/> #1 As a user, I want to select the cells, so that I can create a pattern.</div></div>	New ▾	23	⋮
<div><div><div></div><div></div></div><div><input type="checkbox"/> #2 As a user, I want to start the game, so that I can play the game.</div></div>	New ▾	21	⋮
<div><div><div></div><div></div></div><div><input type="checkbox"/> #3 As a user, I want the system to calculate next generation cells, so that I can view the next generation cells.</div></div>	New ▾	17	⋮
<div><div><div></div><div></div></div><div><input type="checkbox"/> #4 As a user, I want to view a game layout so that I can start playing the game.</div></div>	New ▾	16	⋮
<div><div><div></div><div></div></div><div><input type="checkbox"/> #5 As a user, I want to stop the game, so that I can play later.</div></div>	New ▾	5	⋮
<div><div><div></div><div></div></div><div><input type="checkbox"/> #6 As a user, I want to reset the game, so that I can play from the start.</div></div>	New ▾	10	⋮
<div><div><div></div><div></div></div><div><input type="checkbox"/> #7 As a user, I want to view the rules, so that I know how to play the game.</div></div>	New ▾	10	⋮
<div><div><div></div><div></div></div><div><input type="checkbox"/> #8 As a user, I want to randomly generate patterns, so that I can play.</div></div>	New ▾	13	⋮

Sprint Backlog:

We mentioned user stories in decreasing order of their priorities.

<u>S.No</u>	<u>User Stories</u>			<u>Estimate</u>	<u>Priority</u>
1	As a user, I want to select the cells, so that I can create a pattern.			7 hours	HIGH
	S.no	Tasks	Assigned to		
	a	Write pattern function so that it can form cell patterns	Amrit Sai Sathyanarayana		
	b	Write a colour function to change colour of selected cell on clicking the cell	Amrit Sai Sathyanarayana		
	c	Write a function to selecting and deselecting the cells	Amrit Sai Sathyanarayana		
2	As a user, I want to start the game, so that I can play the game.			6.3 hours	HIGH
	S.no	Tasks	Assigned to		
	a	Create a Start Button.	Srinivas Siripurapu		
	b	Write a functionality so that based on input it can print the next cell patterns.	Srinivas Siripurapu		

3	As a user, I want to view a game layout so that I can start playing the game.		6 hours	HIGH
	S.no	Tasks		
	a	Create Game Board		
	b	Create a Toolbar.		
4	As a user, I want the system to calculate next generation cells, so that I can view the next generation cells.		5.2 hours	HIGH
	S.no	Tasks		
	a	Write a function to calculate the next generation cells.		
	b	Update the front-end functionality to reflect next generation calls on the front end.		
5	As a user, I want to randomly generate patterns, so that I can play.		4 hrs	MEDIUM
	S.no	Tasks		
	a	Create an autofill combo box.		

6	As a user, I want to reset the game, so that I can play from the start.	3 hours	LOW									
<table><tr><th>S.no</th><th>Tasks</th><th>Assigned to</th></tr><tr><td>a</td><td>Write a reset function to reset the game based on user inputs.</td><td>Sandeep Kurukuti</td></tr><tr><td>b</td><td>Create a reset button.</td><td>Srinivas Siripurapu</td></tr></table>				S.no	Tasks	Assigned to	a	Write a reset function to reset the game based on user inputs.	Sandeep Kurukuti	b	Create a reset button.	Srinivas Siripurapu
S.no	Tasks	Assigned to										
a	Write a reset function to reset the game based on user inputs.	Sandeep Kurukuti										
b	Create a reset button.	Srinivas Siripurapu										
7	As a user, I want to view the rules, so that I know how to play the game.	3 hours	LOW									
<table><tr><th>S.no</th><th>Tasks</th><th>Assigned to</th></tr><tr><td>a</td><td>Create Rules Button.</td><td>Shivani Devulapally</td></tr><tr><td>b</td><td>A pop-up window displaying rules.</td><td>Shivani Devulapally</td></tr></table>				S.no	Tasks	Assigned to	a	Create Rules Button.	Shivani Devulapally	b	A pop-up window displaying rules.	Shivani Devulapally
S.no	Tasks	Assigned to										
a	Create Rules Button.	Shivani Devulapally										
b	A pop-up window displaying rules.	Shivani Devulapally										
8	As a user, I want to stop the game, so that I can play later.	1.5 hours	LOW									
<table><tr><th>S.no</th><th>Tasks</th><th>Assigned to</th></tr><tr><td>a</td><td>Create Stop Button.</td><td>Pavan Kumar Konjeti</td></tr><tr><td>b</td><td>Write a stop function to halt the game based on user input.</td><td>Pavan Kumar Konjeti</td></tr></table>				S.no	Tasks	Assigned to	a	Create Stop Button.	Pavan Kumar Konjeti	b	Write a stop function to halt the game based on user input.	Pavan Kumar Konjeti
S.no	Tasks	Assigned to										
a	Create Stop Button.	Pavan Kumar Konjeti										
b	Write a stop function to halt the game based on user input.	Pavan Kumar Konjeti										

Sprint Task board-



Sprint 1

119 closed

25 Nov 2021-03 Dec 2021

119 total

~~#1~~ As a user, I want to select the cells, so that I can create a pattern. 23

~~#2~~ As a user, I want to start the game, so that I can play the game. 21

~~#3~~ As a user, I want the system to calculate next generation cells, so that I can view the next generation cells 17

~~#4~~ As a user, I want to view a game layout so that I can start playing the game 20

~~#5~~ As a user, I want to stop the game, so that I can play later 5

~~#6~~ As a user, I want to reset the game, so that I can play from the start 10

~~#7~~ As a user, I want to view the rules, so that I know how to play the game. 10

~~#22~~ As a user, I want to randomly generate patterns, so that I can play. 13

SPRINT TASKBOARD

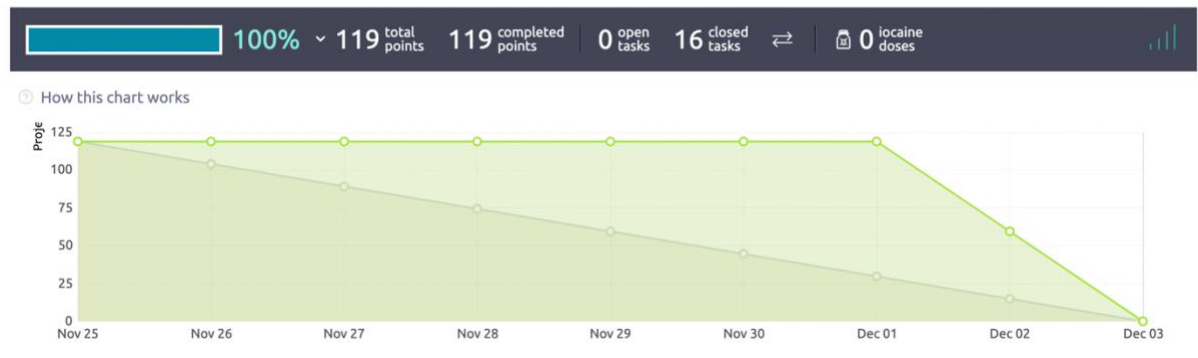
0% 119 total points 0 completed points 12 open tasks 4 closed tasks 0 local doses

Hi Filters subject or reference

USER STORY	NEW	IN PROGRESS	READY FOR TEST	CLOSED	NEEDS INFO
<div>#1 As a user, I want to select the cells, so that I can create a pattern. 23 pts NEW</div>		<div>#19 Write a function to selecting and deselecting the cells #15 Write a color function to change color of selected cell on clicking the cell</div>	<div>#14 Write pattern function so that it can form cell patterns</div>		
<div>#2 As a user, I want to start the game, so that I can play the game. 21 pts NEW</div>		<div>#16 Write a functionality so that based on input it can print the next cell patterns</div>		<div>#8 Create Start Button</div>	
<div>#3 As a user, I want the system to calculate next generation cells, so that I can view the next generation cells 17 pts NEW</div>			<div>#17 Write a function to calculate the next generation cells</div>	<div>#18 Update the front end functionality to reflect next generation cells on front end</div>	
<div>#4 As a user, I want to view a game layout so that I can start playing the game 20 pts NEW</div>		<div>#24 Create tool bar.</div>		<div>#9 Create Game Board</div>	
<div>#5 As a user, I want to stop the game, so that I can play later 5 pts NEW</div>			<div>#20 Write a stop function to halt the game based on user input #10 Create Stop Button</div>		
<div>#6 As a user, I want to reset the game, so that I can play from the start 10 pts NEW</div>			<div>#21 Write a reset function to reset the game based on user inputs</div>	<div>#11 Create Reset Button</div>	
<div>#7 As a user, I want to view the rules, so that I know how to play the game. 10 pts NEW</div>		<div>#13 A pop up window displaying rules</div>	<div>#12 Create Rules Button</div>		
<div>#22 As a user, I want to randomly generate patterns, so that I can play. 13 pts NEW</div>		<div>#23 Create autofill combo box</div>			
<div>Storyless tasks</div>					

Burndown Chart-

Sprint 1 25 Nov 2021 to 03 Dec 2021



Sprint Review-

Based on analysis of the development process, workflow, and burndown chart-

- The sprint's main goal was to finish developing the Game of Life, which was accomplished successfully.
- With a total of 8 user stories and 16 tasks, the sprint began on December 25th and finished on December 2nd.
- Additional product demos could have been performed.
- There was no spill over since the sprint obligations were kept.
- A discussion was conducted about how to continue and what the potential required modifications would be, as well as how to deal with them.

Sprint Retrospective-

On November 23, 2021, the team began working on the product backlog. On November 23, the team established user stories, and on November 24, they presumptively assigned tasks to the user stories. On November 25, the team built a sprint backlog for the related product backlog. Attributed to the reason that the team did not work on November 26, 27, and 28 (thanksgiving holidays), these days are not included in the sprint data. On Thursday, December 2, 2021, at 10:00 a.m., we held our final retrospective meeting. Everyone in the team participated in this meeting and contributed to the project's completion.

1. What went well?

- The team members completed the tasks in a stipulated time and there were no major changes to be discussed in the last meeting.

- The development estimation was accurate and reasonable by the team.
- There was good and seamless communication among team members when it came to day-to-day tasks and activities.
- Everyone in the team contributed equally to completion of the project.
- The user stories were distributed fairly, and the design was manageable given the time restrictions.

2. What have we learnt?

- We acquired experience on how to develop Java Swing code.
- We gained experience in Taiga. i.e., initially we thought development was the only process involved in development of any product, but now we have got a clear insight on how companies go about the development of their products.
- As a team and individually, we enhanced our time management and communication skills.

3. What could have been improved?

- There was a small confusion initially on how to start and proceed, which resulted in a small waste of time.
- We could have included a few more user stories in the sprint.
- Some user stories and tasks were added later as we developed additional features for the program, although they might have been included earlier.
- We attempted to optimize the produced code but believed that it might have been done better.

4. What did not go well?

- Demonstration of the product did not go well.
- Incorporation of extra tasks throughout the sprint's development process.
- Test cases were not created prior to the creation of the code, and this resulted in a lengthier troubleshooting time.