

Team #14

Team Member Name	PID	UCSD Email ID
Stephanie Hartono	A14213590	shartono@ucsd.edu
Randy Chea	A12760421	rchea@ucsd.edu
Yifei Li	A92082060	yil385@ucsd.edu
Andy Ruan	A13952215	ahruan@ucsd.edu
Nick Guangyan Chai	A14007270	g5chai@ucsd.edu
Jeremy Guan	A12697019	jwguan@ucsd.edu

Milestone 1 - Planning Phase

Risk Analysis

Risk 1: Schedule conflict between team members

Description: When we submit our schedule in our chat groups, we noticed that there are only several time slots that we could meet up during the week

Severity: High

Resolution: We are trying to do stand-up meetings everytime after lecture, try to discuss more online (responsive to chats) and do once/twice face-to-face meetings.

Status: Resolved

Risk 2: Not familiar with each other

Description: Most of the members are first time met. We don't know each other by that we may create conflicts on our behaviors.

Severity: High

Resolution: Hang out more on free time, using discord app to improve relationships with each other daily, and attend class.

Status: Resolved

Risk 3: Conflict on ideas

Description: Everyone has different ideas on how to design apps and algorithms. A lot of different ideas may clash with each other.

Severity: High

Resolution: It is important to exchange thoughts from time to time, and choice the one with most supports from other team members.

Status: Resolved

Risk 4: Unfamiliar with developing apps in Android

Description: As this is the first time for some of us in terms of making us, we are not really familiar with how to develop Android apps

Severity: High

Resolution: The members that are familiar with Android are going to try to teach the ones that are not familiar

Status: Resolved

Risk 5: Not having Android phones

Description: Some of the members in the team don't own or previously never owned an Android phone. Not familiar with the design/ UI of Android to make it optimal

Severity: High

Resolution: Research and watch videos of Android phones. Use emulator instead.

Status: Resolved

Risk 6: Rusty/not fluent in Java

Description: Some of the members are not good in Java and some of them have not been coding in Java

Severity: Medium

Resolution: We are all trying to review the important distinct things of Java from websites, youtubes, etc to recall Java's basics.

Status: In progress

Risk 7: Not familiar with ZenHub

Description: Most of the members use ZenHub for the first time for this class/project and thus not familiar with how ZenHub works

Severity: Medium

Resolution: Redo the lab and watch tutorial videos on how to be able to know what ZenHub could offer to make our project go smoothly

Status: In progress

Risk 8: Little help from outside sources

Description: We are all novice at developing Android App, so we might need help from someone who is more experienced. However, with limited professor and TAs, we might have hard time finding an available staff when we need help.

Severity: Medium

Resolution: Start early and start often so that we can encounter problems early as possible to earn us more time of resolving them.

Status: In progress

Risk 9: Not familiar with Android Studio

Description: Some of the members are not familiar with Android Studio IDE and thus need some time to get familiar with it

Severity: Medium

Resolution: We discussed this matter between ourselves and decided that we'll use the labs as well as online tutorials as guides to get us more familiar with how Android Studio works. The labs contained a lot of information, thus a lot of information may have been forgotten.

Status: In progress

Risk 10: Disagreement on a decision

Description: Since we are all individuals, we may face problems where we each have different opinions on a task. We may spend many hours just to decide what is a good background color.

Severity: Medium

Resolution: Vote anonymously and choose the majority..

Status: Resolved

Risk 11: Not familiar with using GitHub

Description: Some of us are not familiar using GitHub and thus need some time to be able to smoothly clone, add, commit, push and pull to/from repo

Severity: Low

Resolution: We all agreed to study by trying to add several files to git and pull it without any conflicts several times to get familiar with it

Status: In progress

Risk 12: Not familiar with each other's programming skills

Description: Since we came from the state of not knowing each other, we are facing a problem where we do not know each other's skills and depths of knowledge to programming.

Severity: Low

Resolution: We discussed to get to know each other by hanging out more and find information about each other

Status: In progress

Estimated velocity: 0.5. Given that the team are not familiar with Android, we will have a slow start at the first iteration. Therefore, we decided that we want a lower velocity than the standard 0.7.

Planning Poker

We played planning poker digitally rather than using cut out cards using <https://www.pointingpoker.com/>.



Session ID: 88928

Nick

Story Description:

User story # 1: Look up and play tracks/album

Clear Votes

Show Votes

0 points	½ point	1 point	2 points
3 points	5 points	8 points	13 points
20 points	40 points	100 points	?

Player	Points
✓ Nick	13
✓ Randy	8
✓ Jeremy	13
✓ Stephanie	13
✓ Andy	13
✓ Lee	8

Statistics

Time taken: 0:01:24

Average: 11.33

Points	Votes
13	4
8	2

Session ID: 88928

Nick

Story Description:

User story #2: Flashback music automatically selects tracks when flashback mode on

Clear Votes

Show Votes

0 points	½ point	1 point	2 points
3 points	5 points	8 points	13 points
20 points	40 points	100 points	?

Player	Points
✓ Nick	3
✓ Randy	3
✓ Jeremy	8
✓ Stephanie	5
✓ Andy	3
✓ Lee	3

Statistics

Time taken: 0:03:57

Average: 4.17

Points	Votes
3	4
8	1
5	1

Session ID: 88928

Nick

Story Description:

User story #3: The music player displays the date, time, and place when the track was last played whether or not the user is in flashback mode

Clear Votes

Show Votes

0 points	½ point	1 point	2 points
3 points	5 points	8 points	13 points
20 points	40 points	100 points	?

Player	Points
✓ Nick	1
✓ Randy	.5
✓ Jeremy	1
✓ Stephanie	2
✓ Andy	.5
✓ Lee	.5

Statistics

Time taken: 0:05:28

Average: 0.92

Points	Votes
.5	3
1	2
2	1

Session ID: 88928

Nick

Story Description:

User story #4: Indicate a track is **favorited**

Clear Votes

Show Votes

0 points	½ point	1 point	2 points
3 points	5 points	8 points	13 points
20 points	40 points	100 points	?

Player	Points
✓ Nick	1
✓ Randy	.5
✓ Jeremy	1
✓ Stephanie	2
✓ Andy	2
✓ Lee	2

Statistics

Time taken: 0:07:32

Average: 1.42

Points	Votes
2	3
1	2
.5	1

Session ID: 88928

Nick

Story Description:

User story #5: In a flashback mode, all tracks that have been played before have chance to be played in a certain priority

Clear Votes

Show Votes

0 points	½ point	1 point	2 points
3 points	5 points	8 points	13 points
20 points	40 points	100 points	?

Player	Points
✓ Nick	40
✓ Randy	20
✓ Jeremy	20
✓ Stephanie	13
✓ Andy	20
✓ Lee	20

Statistics

Time taken: 0:08:42

Average: 22.17

Points	Votes
20	4
40	1
13	1

Session ID: 88928

Nick

Story Description:

User story #6: Dislike a track

Clear Votes

Show Votes

0 points	½ point	1 point	2 points
3 points	5 points	8 points	13 points
20 points	40 points	100 points	?

Player	Points
✓ Nick	.5
✓ Randy	1
✓ Jeremy	1
✓ Stephanie	1
✓ Andy	.5
✓ Lee	1

Statistics

Time taken: 0:10:26

Average: 0.83

Points	Votes
1	4
.5	2

Session ID: 88928

Nick

Story Description:

User story #7: Changing a track's status back to neutral

Clear Votes

Show Votes

0 points	½ point	1 point	2 points
3 points	5 points	8 points	13 points
20 points	40 points	100 points	?

Player	Points
✓ Nick	.5
✓ Randy	.5
✓ Jeremy	1
✓ Stephanie	.5
✓ Andy	1
✓ Lee	1

Statistics

Time taken: 0:11:24

Average: 0.75

Points	Votes
.5	3
1	3

Session ID: 88928

Nick

Story Description:

User story #8: Tracking user data

Clear Votes

Show Votes

0 points	½ point	1 point	2 points
3 points	5 points	8 points	13 points
20 points	40 points	100 points	?

Player	Points
✓ Nick	8
✓ Randy	5
✓ Jeremy	13
✓ Stephanie	8
✓ Andy	8
✓ Lee	8

Statistics

Time taken: 0:12:55

Average: 8.33

Points	Votes
8	4
5	1
13	1

Uncovered Assumptions:

User Story 1: We already have a list of songs to choose from to play, just need play them

User Story 2: Assume we already have the tracks sorted. All we need to do is play the songs in an ordered fashion.

User Story 3: We only need to create the UI. Assume we already have the information we need to display.

User Story 4: All we need to do is give a track a boolean value and change it depending on if the song is favorited or not

User Story 5: Learning about the priority of songs is difficult.

User Story 6. N/A

User Story 7. N/A

User Story 8. Jeremy wasn't too familiar with APIs and relational databases, but Nick said he would be able to help him as he's familiar with them.

URL of ZenHub Project:

<https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-14/boards?repos=119325387>

Note: Make sure to cover the below 4 items **in** your ZenHub project

- User Stories (*including UI wireframes, if not included below*)
- Tasks
- Iterations
- Scenario-Based System Tests (We recommend a “Developer Story” at the end of the Iteration to hold these, one Task for System Test.)

User Interface Progressions/Screens (Wireframes)

