

## **Project Team 27**

Sprint #2

Week #2

Team Member Name – Swapnil Makarand Joshi

What I did since the last week scrum?

- 1) Designed UML Diagram

What I plan to do next week?

- 1) Start development of GUI element

What blockers I have?

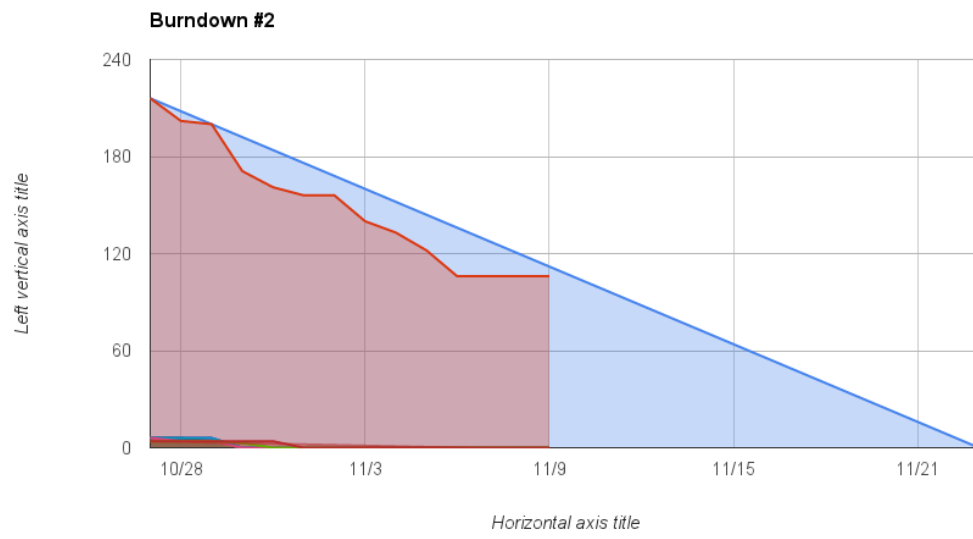
None

BACKLOG	Requested [10/0]		In Progress [2/0]		Done [5/0]		ARCHIVE
	ID 68	None	ID 67	viresh.jivane	ID 62	Spurthy	
	Implementation of fight scenes		Designing UML Diagrams		Designing UI Elements and Wireframes		
	ID 69	None	ID 85	Spurthy	ID 61	viresh.jivane	
	Implementation of players life and score		Designing UML Diagrams		Designing UI Elements and Wireframes		
	ID 70	None			ID 64	Gaurav	
	Implementation of GUI elements				Designing UML Diagrams		
	ID 71	None			ID 65	swapniljoshi	
	Implementation of Sound and Background Effects				Designing UML Diagrams		
	ID 72	None			ID 66	Vaibhav	
	ID 73	Gaurav					
	Game Modules Integration and Testing						
	ID 74	Spurthy					
	Game Modules Integration and Testing						
	ID 75	swapniljoshi					
	Game Modules Integration and Testing						
	ID 76	Vaibhav					
	Game Modules Integration and Testing						
	ID 77	viresh.jivane					
	Game Modules Integration and Testing						

Task board in Kanbanize

Task	Task Owner	Initial Estimate (Total Sprint Hours = 40 x 5)	Week #1 (10 hrs / week)							Week #2 (10 hrs / week)						
			D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	D14
			10/27	10/28	10/29	10/30	10/31	11/1	11/2	11/3	11/4	11/5	11/6	11/7	11/8	11/9
			216	208	200	192	184	176	168	160	152	144	136	128	120	112
		216	216	202	200	171	161	156	156	140	133	122	106	106	106	106
User story creation and estimation using planning poker	Gaurav	6	6	4	4	0	0	0	0	0	0	0	0	0	0	0
User story creation and estimation using planning poker	Spurthy	6	6	6	4	0	0	0	0	0	0	0	0	0	0	0
User story creation and estimation using planning poker	Swapnil	6	6	6	6	0	0	0	0	0	0	0	0	0	0	0
User story creation and estimation using planning poker	Vaibhav	6	6	6	6	0	0	0	0	0	0	0	0	0	0	0
User story creation and estimation using planning poker	Viresh	6	6	4	4	0	0	0	0	0	0	0	0	0	0	0
Discussion on Game aspects : Elements, Scences, Sounds and Levels	Gaurav	4	4	4	4	3	0	0	0	0	0	0	0	0	0	0
Discussion on Game aspects : Elements, Scences, Sounds and Levels	Spurthy	4	4	4	4	4	0	0	0	0	0	0	0	0	0	0
Discussion on Game aspects : Elements, Scences, Sounds and Levels	Swapnil	4	4	4	4	3	1	0	0	0	0	0	0	0	0	0
Discussion on Game aspects : Elements, Scences, Sounds and Levels	Vaibhav	4	4	4	4	3	0	0	0	0	0	0	0	0	0	0
Discussion on Game aspects : Elements, Scences, Sounds and Levels	Viresh	4	4	4	4	2	0	0	0	0	0	0	0	0	0	0
Designing UI Elements and Wireframes	Viresh	6	6	6	6	6	6	6	6	4	4	2	0	0	0	0
Designing UI Elements and Wireframes	Spurthy	6	6	6	6	6	6	6	6	6	4	4	0	0	0	0
Designing UML Diagrams	Vaibhav	10	10	10	10	10	10	10	10	6	6	4	0	0	0	0
Designing UML Diagrams	Gaurav	10	10	10	10	10	10	10	10	8	4	4	0	0	0	0
Designing UML Diagrams	Swapnil	10	10	10	10	10	10	10	10	6	5	2	0	0	0	0
Designing UML Diagrams	Spurthy	10	10	10	10	10	10	10	10	6	6	6	6	6	6	6
Designing UML Diagrams	Viresh	10	10	10	10	10	10	10	10	10	10	6	6	6	6	6
Implementation of fight scenes	Vaibhav	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16
Implementation of players' life and scores	Gaurav	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Implementation of GUI elements	Swapnil	18	18	18	18	18	18	18	18	18	18	18	18	18	18	18
Integration of sounds and background effects	Spurthy	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
Implementation of game levels	Viresh	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
Game modules integration and Testing	Vaibhav	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Game modules integration and Testing	Gaurav	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Game modules integration and Testing	Swapnil	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Game modules integration and Testing	Spurthy	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Game modules integration and Testing	Viresh	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

Weekly Standup Report



Burndown Chart