Project Team 27

Sprint #2

Week #3

Team Member Name – Swapnil Makarand Joshi

What I did since the last week scrum?

1) Development of GUI element

What I plan to do next week?

1) Finish development of GUI element and integration between them
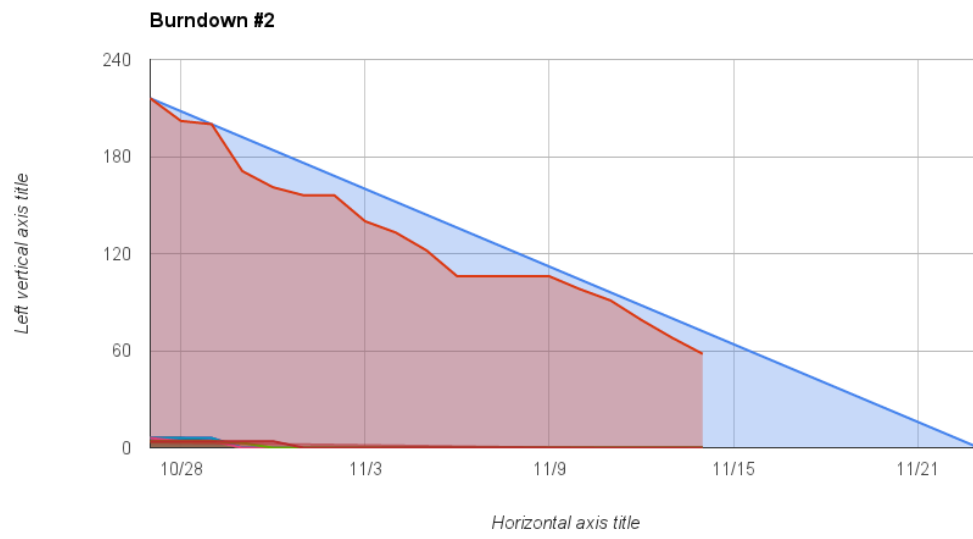2) Start integration and testing of game

What blockers I have?

None

Task board in Kanbanize

Backlog Item	Task	Task Owner	Initial Estimate (Total Sprint Hours = 40 x 5)	D1 10/27	D2 10/28	D3 10/29	D4 10/30	D5 10/31	D6 11/1	D7 11/2	D8 11/3	D9 11/4	D10 11/5	D11 11/6	D12 11/7	D13 11/8	D14 11/9	D15 11/10	D16 11/11	D17 11/12	D18 11/13	D19 11/14
			216	216	208	200	192	184	176	168	160	152	144	136	128	120	112	104	96	88	80	72
				216	202	200	171	161	158	158	140	133	122	106	106	106	106	98	91	79	68	58
Requirement Analysis & Designing	User story creation and estimation using planning poker	Gaurav	6	6	4	4	0	0	0	0	0	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	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	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	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	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	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	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	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	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	0	0	0	0	0
	Designing UI Elements and Wireframes	Viresh	6	6	6	6	6	6	6	4	0	0	0	0	0	0	0	0	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	0	0	0	0	0
	Designing UML Diagrams	Vaibhav	10	10	10	10	10	10	10	10	6	4	0	0	0	0	0	0	0	0	0	0
	Designing UML Diagrams	Gaurav	10	10	10	10	10	10	10	10	8	4	4	0	0	0	0	0	0	0	0	0
	Designing UML Diagrams	Swapnil	10	10	10	10	10	10	10	10	6	5	2	0	0	0	0	0	0	0	0	0
	Designing UML Diagrams	Spurthy	10	10	10	10	10	10	10	10	6	6	6	6	6	6	4	2	0	0	0	0
	Designing UML Diagrams	Viresh	10	10	10	10	10	10	10	10	6	6	6	6	6	6	6	4	2	0	0	0
Implementation and Testing	Implementation of fight scenes	Vaibhav	16	16	16	16	16	16	16	16	16	16	16	16	16	16	14	11	9	7	6	
	Implementation of players' life and scores	Gaurav	10	10	10	10	10	10	10	10	10	10	10	10	10	10	8	7	6	3	0	
	Implementation of GUI elements	Swapnil	18	18	18	18	18	18	18	18	18	18	18	18	18	18	16	15	14	12	10	
	Integration of sounds and background effects	Spurthy	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	11	11	11	
	Implementation of game levels	Viresh	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	18	16	
	Game modules integration and Testing	Vaibhav	5	5	5	5	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	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	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	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	5	5	5	5	

Weekly Standup Report

Burndown #2

Burndown Chart