Project Team 27

Sprint #2

Week #1

Team Member Name – Swapnil Makarand Joshi

What I did since the last week scrum?

1) Created user stories
2) Discussed game aspects such as elements, scene, sound etc

What I plan to do next week?

1) Design UML Diagram
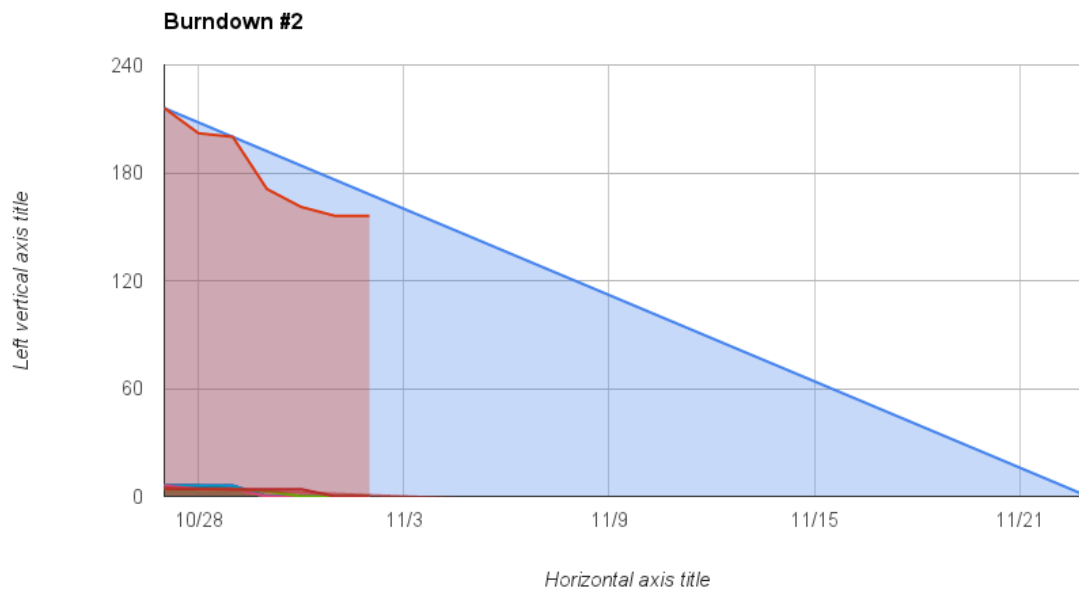2) Start development of GUI element

What blockers I have?

None

[0]	Requested [17/0]	In Progress [0/0]	Done [10/0]	[15]
B A C K L O G	**ID 65** swapniljoshi ⚙ Designing UML Diagrams 👤		**ID 58** swapniljoshi ⚙ User Story creation and Estimation Using planning poker 👤	A R C H I V E
	ID 64 Gaurav ⚙ Designing UML Diagrams 👤		**ID 59** Vaibhav ⚙ User Story creation and Estimation using planning poker 👤	
	ID 63 Spurthy ⚙ Designing UML Diagrams 👤		**ID 60** viresh.jivane ⚙ User Story creation and Estimation using planning poker 👤	
	ID 61 viresh.jivane ⚙ Designing UI Elements and Wireframes 👤		**ID 56** Gaurav ⚙ User Story creation and Estimation using planning poker 👤	
	ID 62 Spurthy ⚙ Designing UI Elements and Wireframes 👤		**ID 57** Spurthy ⚙ User Story creation and Estimation using planning poker 👤	
	ID 68 None ⚙ Implementation of fight scenes 👤		**ID 78** Gaurav ⚙ Discussion on Game Aspects - Elements, Scenes, Sounds and Levels 👤	
	ID 69 None ⚙ Implementation of players life and score 👤		**ID 79** Spurthy ⚙ Discussion on Game Aspects - Elements, Scenes, Sounds and Levels 👤	
	ID 70 None ⚙ Implementaion of GUI elements 👤		**ID 80** swapniljoshi ⚙ Discussion on Game Aspects - Elements, Scenes, Sounds and Levels 👤	
	ID 71 None ⚙ Implementation of Sound and Background Effects 👤		**ID 81** swapniljoshi ⚙ Discussion on Game Aspects - Elements, Scenes, Sounds and Levels 👤	
	ID 72 None ⚙ Implementation of Game Levels 👤		**ID 82** Vaibhav ⚙ Discussion on Game Aspects - Elements, Scenes, Sounds and Levels 👤	
	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 👤			
	ID 66 Vaibhav ⚙ Designing UML Diagrams 👤			
	ID 67 viresh.jivane ⚙ Designing UML Diagrams 👤			

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
				216	208	200	192	184	176	168
			216	216	202	200	171	161	156	156
Requirement Analysis & Designing	User story creation and estimation using planning poker	Gaurav	6	6	4	4	0	0	0	0
	User story creation and estimation using planning poker	Spurthy	6	6	6	4	0	0	0	0
	User story creation and estimation using planning poker	Swapnil	6	6	6	6	0	0	0	0
	User story creation and estimation using planning poker	Vaibhav	6	6	6	6	0	0	0	0
	User story creation and estimation using planning poker	Viresh	6	6	4	4	0	0	0	0
	Discussion on Game aspects : Elements, Scences, Sounds and Levels	Gaurav	4	4	4	4	3	0	0	0
	Discussion on Game aspects : Elements, Scences, Sounds and Levels	Spurthy	4	4	4	4	4	4	0	0
	Discussion on Game aspects : Elements, Scences, Sounds and Levels	Swapnil	4	4	4	4	3	1	0	0
	Discussion on Game aspects : Elements, Scences, Sounds and Levels	Vaibhav	4	4	4	4	3	0	0	0
	Discussion on Game aspects : Elements, Scences, Sounds and Levels	Viresh	4	4	4	4	2	0	0	0
	Designing UI Elements and Wireframes	Viresh	6	6	6	6	6	6	6	6
	Designing UI Elements and Wireframes	Spurthy	6	6	6	6	6	6	6	6
	Designing UML Diagrams	Vaibhav	10	10	10	10	10	10	10	10
	Designing UML Diagrams	Gaurav	10	10	10	10	10	10	10	10
	Designing UML Diagrams	Swapnil	10	10	10	10	10	10	10	10
	Designing UML Diagrams	Spurthy	10	10	10	10	10	10	10	10
	Designing UML Diagrams	Viresh	10	10	10	10	10	10	10	10
Implementation and Testing	Implementation of fight scenes	Vaibhav	16	16	16	16	16	16	16	16
	Implementation of players' life and scores	Gaurav	10	10	10	10	10	10	10	10
	Implementation of GUI elements	Swapnil	18	18	18	18	18	18	18	18
	Integration of sounds and background effects	Spurthy	15	15	15	15	15	15	15	15
	Implementation of game levels	Viresh	20	20	20	20	20	20	20	20
	Game modules integration and Testing	Vaibhav	5	5	5	5	5	5	5	5
	Game modules integration and Testing	Gaurav	5	5	5	5	5	5	5	5
	Game modules integration and Testing	Swapnil	5	5	5	5	5	5	5	5
	Game modules integration and Testing	Spurthy	5	5	5	5	5	5	5	5
	Game modules integration and Testing	Viresh	5	5	5	5	5	5	5	5

Weekly Standup Report

Burndown #2

Burndown Chart