

Milestone 1

Singularity Software

March 8, 2012

Project Summary

The Siftables Emulator is being developed by Singularity Software as part of the Junior Project sequence of classes at Rose-Hulman Institute of Technology. When projects were solicited for the sequence, clients Tim Ekl and Eric Stokes (both Rose-Hulman alumni) submitted a request for an emulator for Sifteo Cubes, a new platform intended for “intelligent play.” After Singularity was chosen for the project, we met with Mr. Ekl to determine the three primary features of the Emulator: a Workspace where 1-6 Cubes could mimic the manipulations possible with physical Cubes, an interface through which to program those virtual Cubes, and a set of example games designed to show off the first two features. Singularity’s Emulator is intended to build on the foundation of Sifteo, Inc.’s existing emulator by creating a more fluid and natural user interface.

The clients’ only implementation-specific specification was the ability to run the finished emulator on a Mac.

Weekly Meeting Time

The team plans on meeting **each Sunday at 3 p.m.** to discuss that week’s progress and what needs to be completed in the coming week. Other meeting times will be scheduled as needed.

Features

Finished

1. Visualizations of cube manipulations
2. Zoom workspace
3. Snap to grid
4. Change number of cubes
5. Recognition of cube neighboring
6. Moving cubes
7. Emulation utility methods (FillRect, Background)

Unfinished

3/8/12

Backlog

Backlog

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Move to Project

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<div><input type="checkbox"/></div> Title	ID	Owner	Priority	Estimate	Project	
<div><input type="checkbox"/></div> <div> Emulation: Reload a program</div>	S-01001	Kurtis	Medium	3.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> Emulation: Connect UI events to Cube EventHandlers</div>	S-01002	Ethan	Medium	10.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> Emulation: Loading a program</div>	S-01003	Kurtis	High	5.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> UI: Cube drag-and-drop with displacement</div>	S-01005	Alex	Medium	8.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> UI: Make rotate buttons not rotate with cube</div>	S-01006	Alex	Medium	1.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> Emulation: Ability to add images to Cubes in programs</div>	S-01007		Medium	8.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> Emulation: Ability to use Sifteo's Data class</div>	S-01008		Medium	8.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> Learn MVVM</div>	S-01009	Richard	High	4.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> Sprint Write-Up</div>	S-01010	Alex, Kurtis, Ethan, Richard	Medium	5.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> Emulation: Implement public Cube methods (see Sifteo API)</div>	S-01011		Medium	6.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> Emulation: Implement public Color methods (see Sifteo API)</div>	S-01012		Low	10.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> Emulation: Implement public CubeSet methods (see Sifteo API)</div>	S-01013		Medium	6.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> Emulation: Implement Sound class</div>	S-01014		Low	12.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> Emulation: Implement MathExt structs</div>	S-01015		Low	8.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> Emulation: Implement Mathf class</div>	S-01016		Low	8.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> Emulation: Implement Sprite class</div>	S-01017		Medium	20.00	Siftables-Emulator	Edit
<div><input type="checkbox"/></div> <div> Emulation: Implement StateMachine class</div>	S-01018		Medium	10.00	Siftables-Emulator	Edit

Move to Project

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Priority is used as a substitute for an outright ordering of priority on tasks. In cases where a tie persists, tasks will be finished from top to bottom unless another ordering proves more prudent.

Two-Week Plan


3/8/12

Detail Planning

Sprint: Weeks 2 - 3

Repo ts: Velocity Trend

Sprint Summary

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Backlog Details








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Move to Sprint

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<input type="checkbox"/> Title	ID	Owner	Status	Estimate	Detail Estimate	To Do
<input type="checkbox"/>  Emulation: Reload a program	S-01001	Kurtis		3.00		Plan Story
<input type="checkbox"/>  Emulation: Connect UI events to Cube EventHandlers	S-01002	Ethan		10.00		Plan Story
<input type="checkbox"/>  Emulation: Loading a program	S-01003	Kurtis		5.00		Plan Story
<input type="checkbox"/>  UI: Cube drag-and-drop with displacement	S-01005	Alex		8.00		Plan Story
<input type="checkbox"/>  UI: Make rotate buttons not rotate with cube	S-01006	Alex		1.00		Plan Story
<input type="checkbox"/>  Learn MVVM	S-01009	Richard		4.00		Plan Story
<input type="checkbox"/>  Sprint Write-Up	S-01010	Alex, Kurtis, Ethan, Richard		5.00		Plan Story

Move to Sprint

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Due to the amount of design work completed previous to Richard joining the team, the team's goal is to have him familiar with the architecture and MVVM in general before embarking on tasks completely on his own.