

Attendance:

✚ CSE110 Group Meeting attendance.

Iteration2 Group 8, Milestone 1 Plan

02/13/2023

1) Velocity

- a) The total man-hours worked by our team is 52 hours. Our estimated time for Iteration 1 was 12 hours. This puts our velocity at $12/52 = 0.23$. This estimate is very low and it may be because we underestimated the effort/work, and overestimated our skills. We will update the estimates for a velocity of 0.5. This is since we had a lot of overlap in work which will be avoided in the next iteration. We met and discussed our estimates to update them as a group.
- b) We decided to add one more story (US5- Locations are saved to the phone after closing the app) to cover as much as possible from the professor's example stories. Since we have built some of the basic features for US2, we think we can lower the expected hours for US4. We also increased the expected working hours for iteration2 after an unexpected low velocity outcome from iteration1.

2) Tasks for Iteration 2

- a. **US3: Rotate Phone - Task 1 [5]:** Continue update location
 - i. Continue updating location when user is moving.
- b. **US3: Rotate Phone - Task 2 [10]:** Handle changing the locations of pins as the phone is turned
 - i. When user is changing orientation, the pins are rotating with it
- c. **US3: Rotate Phone - Task 3 [3]:** Unit Test
 - i. Write unit tests to verify correction functionality.
- d. **US4: Prompt and enter label for location names - Task 4 [2]:** Design UI
 - i. Design the UI for label entering window
- e. **US4: Prompt and enter label for location names - Task 5 [3] :** Unit Test
 - i. Write unit tests to verify correction functionality.
- f. **US4: Prompt and enter label for location names - Task 6 [2]:** Store the name
 - i. Store the label names in the system.
- g. **US5: Locations are saved to phone after closing app - Task 7 [5]:** Stored Pins display when reopening the app
 - i. Existed pins appear after reopening the app.
- h. **US5: Locations are saved to the phone after closing the app - Task 8 [1]:** Unit Test
 - i. Write unit tests to verify correction functionality.

3) Iterations/Milestones

- a) Iteration 1:
 - i) US1: User entering locations [H] [4 HOURS]
 - (1) **US1-Task 1 [1]:** Develop UI for getting location
 - (2) **US1-Task 2 [1]:** Store the Location information and match with labels

- (3) **US1-Task3 [1]**: Parse output from UI to store in data structure
 - (4) **US1-Task 4 [1]** : Write unit tests to verify correction functionality.
 - ii) US2: Display a Circular View [H] [8 HOURS]
 - (1) **US2-Task 1 [6]**: Develop UI for Displaying circular view and user locations
 - (2) **US2-Task 2 [2]**: Unit tests to verify functionality
 - iii) DS1: Test Iteration 1 [M] [2 HOURS]
 - (1) **DS1-Task 1 [1]**: UI Test
 - (2) **DS1-Task 2 [1]**: Integration Test
 - b) Iteration 2:
 - i) US3: Rotate Phone [M] [18 HOURS]
 - ii) US4: Prompt and enter label for location names [M] [7 HOURS]
 - iii) US5: Locations are saved to phone after closing app [M] [5 HOURS]
 - iv) DS2: Test Iteration 2 [M] [7 HOURS]
- 4) Github Project
 - a) <https://github.com/CSE-110-Winter-2023/cse-110-project-cse-110-team-8>
- 5) Github Project Board
 - a) <https://github.com/orgs/CSE-110-Winter-2023/projects/45/views/1>
- 6) Github Action
 - a) <https://github.com/CSE-110-Winter-2023/cse-110-project-cse-110-team-8/actions>