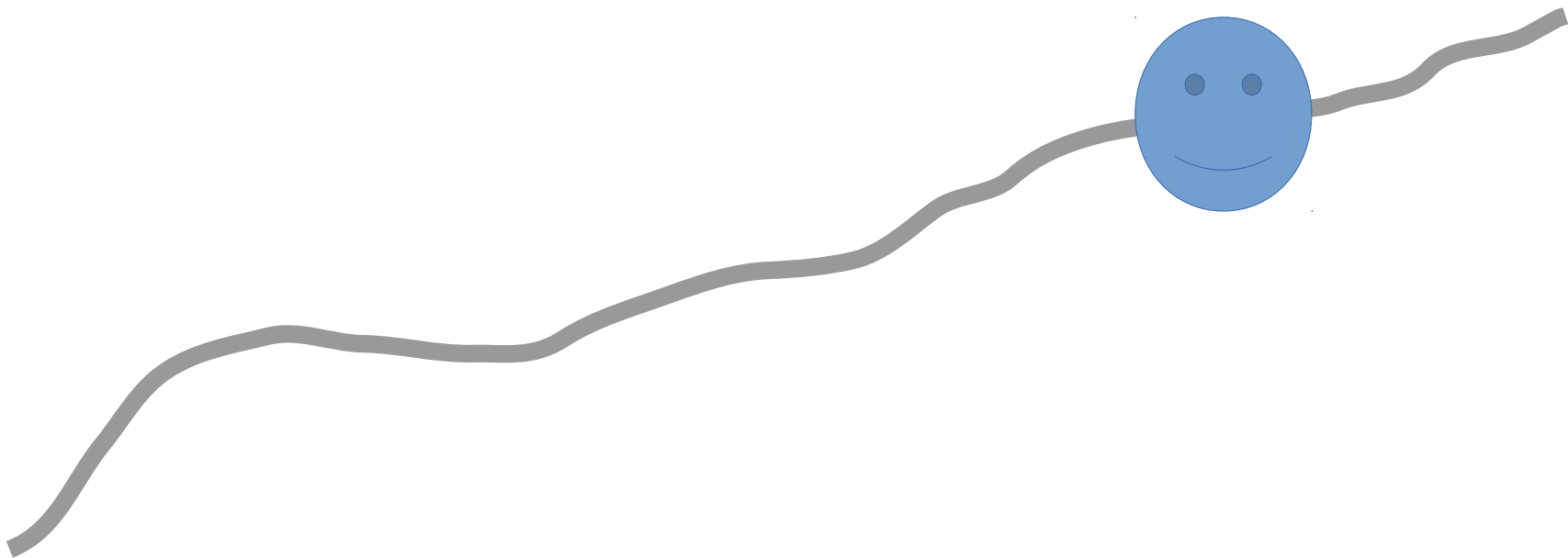


3rd iteration planning

01219245/01219246
Individual Software Process

Iteration goals

- Since we have only 4 iterations in this class, the end of 3rd iteration 75% in your project.
- It is good to see a big picture. So, when thinking about this iteration, imagine what your project should look like half way.



Goals/features/tasks

- **The iteration goal** specifies in broad terms what you want your project to be after this iteration.
- Based on the goal, you select a set of **features** that you want to work on.
- You then break the work for each feature down in to a list of **tasks**.

House example (1)

- Goal: I want to have a livable house.
- Features:
 - It should protect me from thieves.
 - It should protect me from the sun, the rain and cold wind.
 - It should give me a sense of privacy.

House example (2)

- Tasks for each feature:
 - It should protect me from thieves.
 - The house should have a door.
 - The door should have a strong lock
 - It should protect me from the sun, the rain and cold wind.
 - The house should have walls
 - The house should have the roof that protects sun light and rain
 - There should be enough windows

Example: Your game (1)

- 3rd Iteration goal:
 - The game should be playable with score. The game should challenge the player with time limits.
- Features:
 - The game should show the score of the player
 - Time limits
 - Sound effects
 - Animation
 - High score board

Prioritization: features

- Features can be categorized into
 - “Must-have” features
 - “Should-have” features
 - “Could-have” features
 - “Won't-have” features

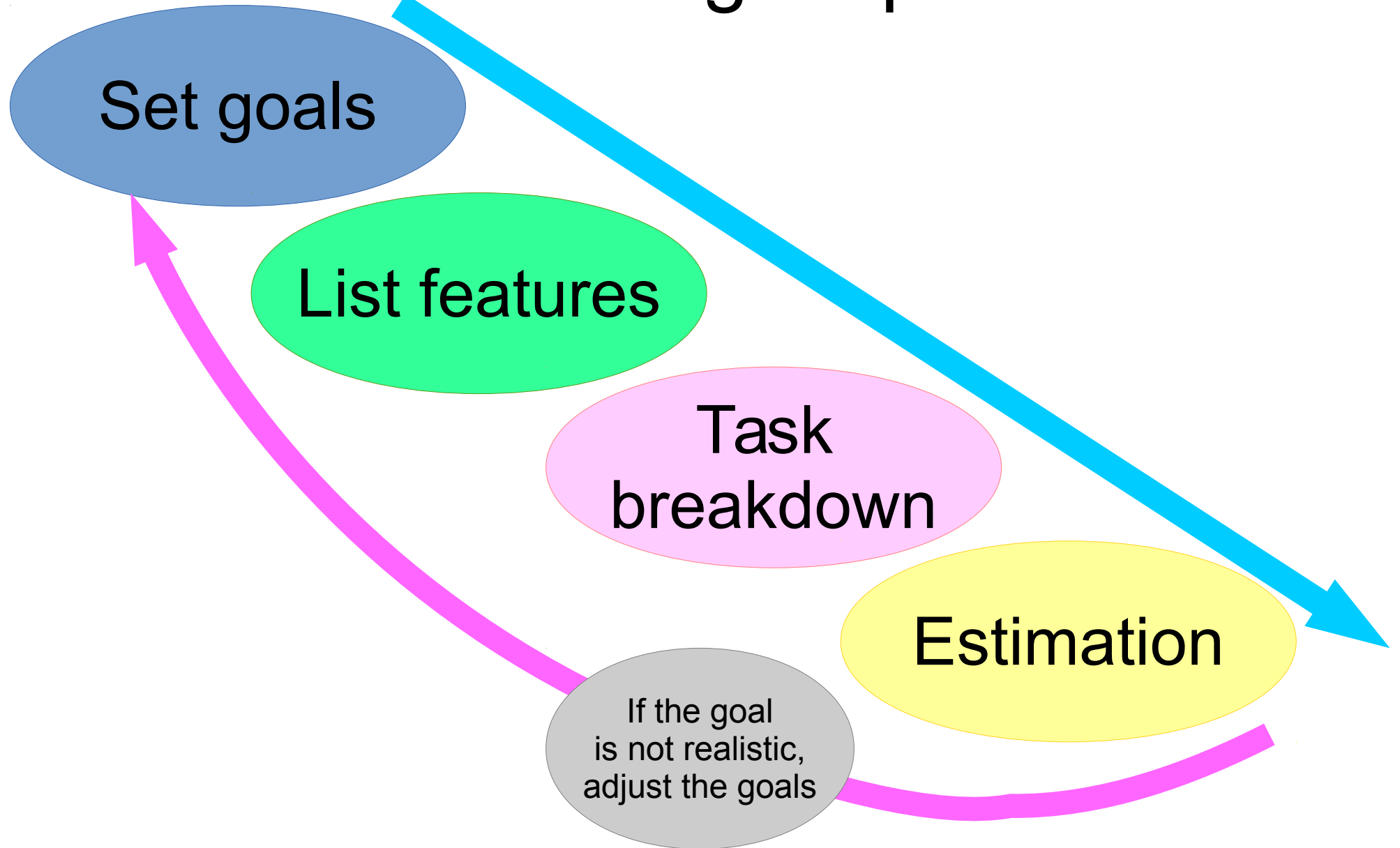
Example: your game (2)

- Features:
 - The game should show the score of the player (must have)
 - Time limits (should have)
 - Sound effects (won't have)
 - Animation (can have)
 - High score board (won't have)

Example: your game (3)

- Tasks:
 - The game should show the score of the player (must have)
 - Check bullet hit
 - Show the initial score
 - Update the score
 - Time limits (should have)
 - Show the remaining time
 - Stop the game when the time limit reaches.
 - Restart the game after the time limit ends

Planing steps



Activity: iteration goals

- Based on your friends' feedback (on Wednesday), set the 3rd iteration goal of your project.
- The list a set of features that you plan to build.
- Categorize the features into (1) must-have, (2) should-have, (3) can-have, and (4) wont-have categories.

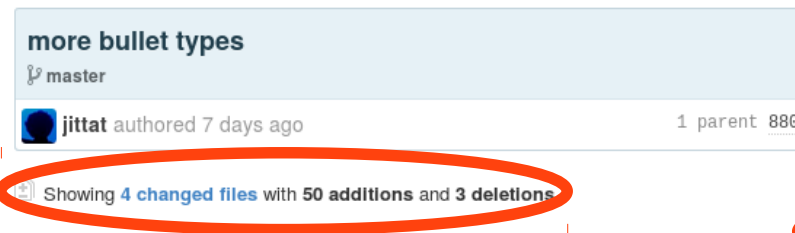
Tasks

- From the list of features, break the features into a set of tasks.
 - Put them in a spreadsheet.

Collected data from iterations 1 & 2

- As in the previous week, we shall build a spreadsheet that collects our data.
- Additional data:
 - Code changes from code repository

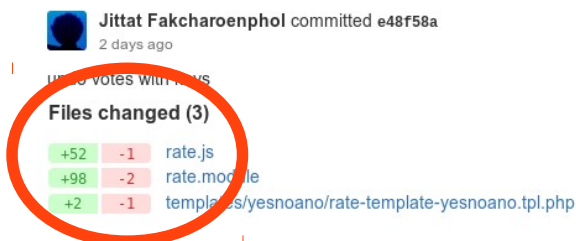
Github



more bullet types
master
jittat authored 7 days ago 1 parent 880

Showing 4 changed files with 50 additions and 3 deletions

Bitbucket



Jittat Fakcharoenphol committed e48f58a
2 days ago

Files changed (3)

+52	-1	rate.js
+98	-2	rate.module
+2	-1	templates/yesnoano/rate-template-yesnoano.tpl.php

CLI: git log --shortstat

```
jittat@fledgingnx:~/prog/cocosprojects/spaceadventure$ git log --shortstat
commit 12d13c545155d52960ffce5d359bc808f14d1763
Author: Jittat Fakcharoenphol <jittat@gmail.com>
Date: Fri Apr 3 00:24:42 2015 +0700

    more bullet types

    4 files changed, 50 insertions(+), 3 deletions(-)

commit 8802361e9477142822d69039d1e8eefe16eb15d8
Author: Jittat Fakcharoenphol <jittat@gmail.com>
Date: Fri Apr 3 00:09:37 2015 +0700

    bullets move and hit the ship

    4 files changed, 63 insertions(+), 2 deletions(-)
```

Statistics

- For each task, put in
 - Actual difficulties (1-3)
 - Actual time
 - Code changes (from source control system)
 - File changes
 - Edit count (insertions + deletions)

Use the statistics to estimate the efforts for iteration 3 tasks

- Estimate the time to develop each feature.
- If the plan is not realistic (I.e, the estimated time is far too large (or too small) compared to the time you plan to work on your project), you should adjust the goals, list of features, or even the task breakdown.

Update your Trello cards

- Put the planned tasks into the trello list “current iteration”.
 - Add new cards or remove old unused cards as necessary.