

Kings Tasks ATS

Agile Tracking Sheet

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Table 1: User Story Summary

User Story ID	User Story	Completeness Criteria	Effort Estimate (hours)	Priority	Worked in Sprint
1	As a developer I want to be able to test my software.	All classes exist with all attributes. All methods exist but are not yet functional.	8	1	
2	As a game designer I want to be able to provide a variety of resources that affect the kingdom	Resource Class and File I/O is functional	2	2	
3	As a game designer I want to be able to provide a task management system.	Task management Class and File I/O is functional	2	3	
4	As a game designer I want to be able to have randomly generated events.	RandomEvent class and child classes are functional	1	4	
5	As a game designer I want to create tasks and resources that are introduced in higher levels.	TaskManagement and Resource Classes are complete	2	5	
6	As a player I want to keep the kingdom alive for a set number of days.	A GUI exists in that lets the user can continue the days.	1	6	
7	As a player I want to assign subjects to a task.	A GUI exists that lets the user assign subjects to tasks	1	7	
8	As a player I want to make decisions during special events.	Day results generates a special event question that takes in the user input	1	8	
9	As a player I want to save my progress	An option is provided to the user to save their kingdom, and name the file containing the kingdom name	1	9	
10	As a player I want to see how long I lasted and highest score.	The GUI contains a display that shows the current number of days lasted by the player and previous attempts	1	10	

Table 2: Sprint Work Summary

Sprint	Backlog	In Work This Sprint	Completed This Sprint
1	3-16	1,2	2
2	P4	P4	P5
3	P5	P5	P6
4	P6	P6	P7

Table 3: Weekly Remaining Effort Estimate (Burn Down Chart)

	Start*	Mar 13	Mar 16	Mar 20	Mar 21	Mar 23	Apr 3	End
Planned	20	18	14	12	8	4	2	0
Actual								

