

# Sample Data for Havannah Project

from Mike Cohn's *Agile Estimating and Planning* (Prentice Hall, 2005)

## Users

### Allan, Prasad, Rose, Delaney, Sasha, Frank

- Allan and Sasha: Developers
- Prasad and Rose: Testers
- Rose: Graphic design, test
- Delaney: Product research, test
- Frank: Product Owner

## User Stories

### Iteration 1

| Story Title  | Priority | Points |
|--|----------|--------|
| As a player I can play against a weak engine that recognizes rings                             | 2        | 8      |
| As a player I'd like to be able to use the system to play against another human on my computer | 3        | 3      |
| As a player I can play against a weak engine that recognizes bridges                           | 2        | 5      |
| As a player I want the computer to recognize a winning shape                                   |          | 2      |

There is no task breakdown for last story; it will get bumped to Iteration 2.

### Iteration 2

| Story Title   | Priority | Points |
|---|----------|--------|
| As a player I want the computer to recognize a winning shape  | 1        | 2      |
| As a player I can play against a weak engine that recognizes forks  | 2        | 8      |
| As a player I'd like to be able to choose between a wooden board and pieces and a metal board and pieces. | 4        | 8      |

### Product Backlog – additional stories not scheduled for an Iteration

| Story Title   | Priority | Points |
|---|----------|--------|
| As a player I can start a new game                          | 3        | 1      |
| As a player I can restore a saved game                      | 3        | 2      |
| As a player I'd like a visual indicator of whose turn it is | 2        | 2      |
| As a player I'd like to be able to save games               | 3        | 3      |

| Story Title   | Priority | Points |
|---|----------|--------|
| As a player I'd like to be able to quit the game                                    | 3        | 1      |
| As a player I can select the computer's playing strength                            | 5        | 1      |
| As a player I can play against a medium-strength engine                             | 5        | 8      |
| As a player I want nice looking background art that integrates with the game boards | 6        | 5      |
| As a player I want the system to play background music.                             | 6        | 5      |
| As a new player I want access to an online help system.                             | 7        | 8      |
| As a player I'd like to ask for a hint sometimes                                    | 3        | 1      |
| As a new player I'd like to be able to view an interactive tutorial for the game    | 4        | 8      |
| As a player I want the system to keep track of how many games I win and lose        | 9        | 3      |

## Tasks

**Note:** Actual hours added for demonstration purposes.

**Story: As a player, I can play against a weak engine that recognizes rings**

| Task Name   | Type    | Hours | Actual | Assignee |
|---|---------|-------|--------|----------|
| Code state management classes   | Develop | 16    | 18     | Sasha    |
| Write automated tests for state management classes                            | Test    | 10    | 11     | Prasad   |
| Have move engine pursue an unblocked ring                                     | Develop | 12    | 11     | Allan    |
| Write automated tests for unblocked rings                                     | Test    | 12    | 10     | Prasad   |
| Have move engine pursue a ring even if the human player tries to block it     | Develop | 8     | 10     | Allan    |
| Identify test cases for trying to make a blocked ring                         | Test    | 4     | 4      | Prasad   |
| Automate test cases for trying to make a blocked ring                         | Test    | 4     | 6      | Prasad   |
| Have the move engine try to block a human player who is trying to make a ring | Develop | 12    |        | Allan    |
| Identify test cases for blocking a human player making a ring                 | Test    | 4     | 4      | Rose     |
| Automate test cases for blocking a human player making a ring                 | Test    | 2     |        |          |

**Story: As a player, I'd like to be able to use the system to play against another human on my computer**

| Task Name   | Type    | Hours | Actual | Assignee |
|---|---------|-------|--------|----------|
| Very simple board and graphics                          | Develop | 4     | 4      | Rose     |
| Draw empty board  | Develop | 4     | 5      | Sasha    |
| Clicking a hexagon adds a new piece of the right color  | Develop | 4     | 3      | Sasha    |
| Computer knows when a piece completes a winning pattern | Develop | 6     |        |          |
| Design Tests  | Test    | 6     | 6      | Rose     |
| Automate Tests  | Test    | 8     |        | Prasad   |

**Story: As a player, I can play against a weak engine that recognizes bridges**

| Task Name  | Type    | Hours | Actual | Assignee |
|--|---------|-------|--------|----------|
| Engine can find path from one corner to another (that is, form a bridge)   | Develop | 4     | 7      | Allan    |
| Identify and automate tests for simple bridge design   | Test    | 6     | 7      | Prasad   |
| Engine can form a bridge around obstacles  | Develop | 12    | 9      | Allan    |
| Identify tests for forming a bridge around obstacles   | Test    | 6     | 5      | Rose     |
| Automate tests for forming a bridge around obstacles   | Test    | 4     | 5      | Prasad   |
| Engine knows when to give up on a particular bridge  | Develop | 8     |        | Allan    |
| Identify tests for giving up on a bridge   | Test    | 4     | 4      | Prasad   |
| Automate tests for giving up on a bridge   | Test    | 2     |        | Prasad   |
| Engine tries to prevent a player from forming a bridge   | Develop | 4     |        | Allan    |
| Identify tests for blocking a player from making a bridge  | Test    | 4     |        |          |
| Automate tests for blocking a player from making a bridge  | Test    | 4     |        | Prasad   |
| Engine can choose appropriately between placing a piece that leads to making a bridge and one that leads to making a ring. | Develop | 16    |        | Allan    |
| Identify tests for choosing between making a bridge or a ring  | Test    | 6     |        |          |
| Automate tests for choosing between making a bridge or a ring  | Test    | 2     |        | Prasad   |