

# Team 8- Sprint and product backlog

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## Product Backlog – Most recent version

1. Prepare slides and speech for the 3rd presentation
  - Aaron Rossiter
  - Conor Sheil
  - Dylan Condon
2. Create a burndown chart to show how much work has been done and how much work is left and to plot the expected velocity
  - Sean McCarthy
3. Update the existing art to comply with the requirements and draw art for the coins/chips and the buttons
4. Create the basic JavaScript framework for multi-player
5. Create PHP code to upload a person's IP address if that person is the host and to receive the host's IP address if the person is a participant (needed to play the game and for chat to work)
6. Look into AJAX and test it out
7. Look into Flask and test it out
8. Look into BeautifulSoup and/or XML Parsing in Python and test it out
9. Write HTML code to merge the chat functionality with the multi-player page
10. Decide on documentation format and type
11. Create standardised messages for the client and server to use
12. Do the multi-player logic (creating decks, keeping track of players and their stats and receiving/sending/forwarding messages)
13. Add comments to the PHP, CSS, JavaScript and Python codes as a form of documentation
14. Documentation as a whole

## Sprint 0

1. Set up a group chat on Facebook so everyone can talk to one another – **4 points**
  - Botond Kreicz
  - Maria Martinez
  - Oisin O Riordan
  - Conor Sheil
  - Sean McCarthy
2. Decide on what game to do – **4 points**
  - Botond Kreicz
  - Maria Martinez
  - Oisin O Riordan
  - Conor Sheil
  - Sean McCarthy
3. Decide on what game to do – **8 points**
  - Botond Kreicz
  - Maria Martinez
  - Aaron Rossiter
  - Conor Sheil
  - Sean McCarthy
4. Decide on who will take on the role of Product Owner – **4 points**
  - Botond Kreicz
  - Maria Martinez
  - Oisin O Riordan
  - Conor Sheil
  - Sean McCarthy
5. Decide on what languages and technologies to use – **6 points**
  - Botond Kreicz
  - Maria Martinez
  - Oisin O Riordan
  - Conor Sheil
  - Sean McCarthy
6. Create Google Drive folder to store the various documents and share it with everyone – **3 points**
  - Sean McCarthy
7. Decide on who will take on the role of Scrum Master – **4 points**
  - Botond Kreicz
  - Maria de rute Martinez
  - Oisin O Riordan
  - Conor Sheil
  - Sean McCarthy
8. Set up a Trello board to be used as a storage for the Sprint Backlogs – **6 points**
  - Conor Sheil

**Committed Velocity = 53 points**

**Sprint velocity = 35 points**

## Sprint 1

1. Updated burndown chart – **4 points**
  - Sean McCarthy
2. Updated velocity chart – **4 points**
  - Sean McCarthy
3. Break down scrum stuff – **5 points**
  - Connor Sheil
4. Write pseudo-code for the logic of the blackjack game – **6 points**
  - Maria Martinez
5. Write a comprehensive tutorial to allow users to know how to play blackjack – **3 points**
  - Oisín O Riordan
6. Set up FileZilla – **5 points**
  - Jason Power
7. Set up the web host to host the website where the game will be – **5 points**
  - Jason Power
8. Set up an FTP server on the web host – **4 points**
  - Jason Power
9. Add PHP support to the web host so PHP pages can be utilised – **5 points**
  - Jason Power
10. Write PHP code for the various pages that make up the website – **6 points**
  - Botond Kreicz
11. Write HTML code to make up the various pages that make up the website – **7 points**
  - Botond Kreicz
12. Write CSS code to add style to the various pages that make up the website – **6 points**
  - Botond Kreicz

**Committed Velocity = 73 points**

**Sprint velocity = 60 points**

## Sprint 2

1. Updated burndown chart – **4 points**
  - Sean McCarthy
2. Updated velocity chart – **4 points**
  - Sean McCarthy
3. Break Down scrum – **5 points**
  - Connor Sheil
4. Modify the JavaScript file to allow the user to quit and navigate to a different page – **5 points**
  - Sean McCarthy
5. Create a page to allow users to register to play blackjack – **5 points**
  - Jason Power
6. Create a page to allow users to login to their accounts to play blackjack – **5 points**
  - Jason Power
7. Create and set up a database to store the users' information – **6 points**
  - Jason Power
8. Create a table in the database to store the users' login credentials – **4 points**
  - Jason Power
9. Create a JavaScript file that allows a user to play a game of blackjack against the computer [text-based, single-player game used as the basis for the real game] – **8 points**
  - Botond Kreicz

**Committed Velocity = 52 points**

**Sprint velocity = 45 points**

## Sprint 3

1. Update burndown chart – **4 points**
  - Sean McCarthy
2. Update velocity chart – **4 points**
  - Sean McCarthy
3. Break down scrum stuff – **5 points**
  - Connor Sheil
4. Prepare slides and speech for the 1st presentation – **4 points**
  - Sean McCarthy
  - Botond Kreicz
  - Maria Martinez
5. Draw art for the background used in the game – **6 points**
  - Aaron Rossiter
  - Dylan Condon
6. Draw art for the cards used in the game – **5 points**
  - Aaron Rossiter
  - Dylan Condon
7. Implement cross-site sessions – **7 points**
  - Jason Power
8. Add logout – **4 points**
  - Jason Power
9. Implement menu based login – **6 points**
  - Jason Power
10. Add a username display – **4 points**
  - Jason Power
11. Add more tables to the database to keep track of each users money, # of games won/lost and amount of money won/lost – **6 points**
  - Jason Power
12. Integrate login and registration pages with the existing CSS code and the other pages – **7 points**
  - Botond Kreicz
13. Integrate the written tutorial into the tutorial page – **4 points**
  - Botond Kreicz
14. Create chat boxes which will be used to allow players to communicate with each other during games – **6 points**
  - Botond Kreicz
15. Write Python code to allow various computers to send and receive messages from each other – **6 points**
  - Botond Kreicz
  - Maria Martinez

**Committed Velocity = 62 points**

**Sprint velocity = 78 points**

## Sprint 4

1. Updated velocity chart – **4 points**
  - Sean McCarthy
2. Updated burndown chart – **4 points**
  - Sean McCarthy
3. Break Down scrum – **5 points**
  - Connor Sheil
4. Prepare slides and speech for the 2nd presentation – **4 points**
  - Dylan Condon
  - Oisín O Riordan
5. Design board for game – **5 points**
  - Dylan Condon
6. Design Cards for game – **5 points**
  - Aaron Rossiter
7. Display Balance (Currency) – **4 points**
  - Jason Power
8. Add auto-balance of 500 upon creation of account – **4 points**
  - Jason Power
9. Update the PHP code so the logout menu is only available if you're logged in and the login and register menus are only available when you're logged out – **8 points**
  - Jason Power
  - Botond Kreicz
10. Update the chat to include a server/client hybrid module for the host and a server and a client modules for the participants – **7 points**
  - Botond Kreicz
  - Maria Martinez
11. Documentation [user manual - pages section] – **4 points**
  - Botond Kreicz
12. Documentation [user manual - multi-player section] – **4 points**
  - Botond Kreicz

**Committed Velocity = 63 points**

**Sprint velocity = 62 points**

## Sprint 5

1. Update burndown chart – **4 points**
  - Sean McCarthy
2. Update velocity chart – **4 points**
  - Sean McCarthy
3. Break down scrum stuff – **5 points**
  - Connor Sheil
4. Animations – **7 points**
  - Conor Sheil
  - Oisín O Riordan
5. Update the chat to respond differently to different message types (on a basic level, will have to be updated further) – **7 points**
  - Botond Kreicz
  - Maria Martinez
6. Documentation [user manual - chat section] – **2 points**
  - Botond Kreicz
7. Get familiar with GitHub and put all the code there for Dr. Stöl to see – **6 points**
  - Botond Kreicz
8. Update the web pages and the database – 8 points
  - Botond Kreicz
9. Add code to the website to add 50 currency to every registered users' balance every day – **4 points**
  - Botond Kreicz
10. Add a table to the database that stores the game ID (calculated by taking the highest game ID and adding 1 to it), the host's IP address and the participants (1 through 4) username [or something else to help identify that a game session is full] – **6 points**
  - Botond Kreicz

**Committed Velocity = 53 points**

**Sprint velocity = 53 points**



## Sprint 6

1. Write the project post-mortem – **6 points**
  - Botond Kreicz
  - Conor Sheil
  - Maria Martinez
  - Dylan Condon
  - Oisin O Riordan
  - Sean McCarthy
  - Aaron Rossiter
2. Prepare slides and speech for 3<sup>rd</sup> presentation – **4 points**
  - Aaron Rossiter
  - Conor Sheil
3. Animation for the single-player version – **6 points**
  - Conor Sheil
4. Updated burndown chart – **4 points**
  - Sean McCarthy
5. Updated velocity chart – **4 points**
  - Sean McCarthy
6. Migrate product backlog, sprint backlogs and user stories to a PDF – **6 points**
  - Sean McCarthy
7. Break down scrum stuff – **5 points**
  - Conor Sheil
8. Write a maintenance guide – **5 points**
  - Aaron Rossiter
9. Write an operation guide – **5 points**
  - Conor Sheil
  - Maria Martinez
10. Create a set up guide for users to execute the Python code – **7 points**
  - Maria Martinez
11. Create standardised messages for the client and server to use – **6 points**
  - Botond Kreicz
  - Maria Martinez
12. Do the multi-player logic (creating decks, keeping track of players and their stats and receiving/sending/forwarding messages) – **7 points**
  - Botond Kreicz
  - Maria Martinez
13. Add comments to the PHP, CSS, JavaScript and Python codes as a form of documentation – **4 points**
  - Botond Kreicz
  - Conor Sheil
14. Update the multiplayer page to include a download link – **5 points**
  - Botond Kreicz
15. Create a GUI for the client and make the servers and the client run in the console – **4 points**
  - Botond Kreicz

16. Add pickling to the Python code to retrieve and save the user's information – **4 points**

- Botond Kreicz

**Committed Velocity = 72 points**

**Sprint velocity = 82 points**