Product Backlog Development and Sprint Planning

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Product Backlog Creation

User stories describing features from end user perspective:

Start and Home Screen:
1. User opens the app and clicks on start screen to start app
2. User proceeds from start screen to home screen where all buttons are displayed (play, recipe book, learning tools, settings, profile)

Profile:
1. User wants to create a profile (sign in/up pages)
2. User wants to customize their profile
3. User wants to send a friend request
4. User wants to accept a friend request
5. User wants to view current friends
6. User wants to do their daily check in
7. User wants to view the leaderboard
8. User wants to view their achievements
   a. Examples:
      i. Make 1, 100, 500 drinks
      ii. Review 10 flashcards
9. User wants to reset password

Settings:
1. User wants to change settings
   a. User wants to turn up/down master/game/music volume
   b. User wants to turn on/off notifications
   c. User wants to access terms and conditions or contact us options

Recipe Book:
1. User wants to search a recipe in the recipe book(encyclopedia)
   a. User scrolls to given drink
   a. User clicks on drink to make
   b. User searches up drink

Pouring Timer:
1. User wants to use the pouring timer-stopwatch feature
2. User wants to use the pouring timer feature
3. User enables/disables metronome feature

Theory:
1. User wants to view ingredients topics
2. User wants to view technique topics
3. User wants to view tool topics

Flashcards:
1. User wants to review predefined flashcards
2. User wants to edit flashcard stacks

3. User wants to create custom flashcards

Gamemode:
1. User wants to play Bar Battle Mode
   a. Invite a friend
   b. Battle random opponent
2. User wants to play Rush Hour Mode
   a. Change game modes to "easy" "medium" "hard"
3. User wants to play Endless Night Mode

Gamemode (functions):
1. User wants to choose choose alcohol
2. User wants to choose tools
3. User wants to choose garnish
4. User wants to choose mixer
5. User wants to reset their shaker ingredients
6. User wants to mix their drink
7. User wants to serve
8. User wants to quit the game
9. User wants to change the settings

Task List:
- Create start screen
  - Implement "Tap anywhere to continue" button
  - Implement open door motion
- Create home page
  - Implement buttons to:
    - profile screen
    - settings screen
    - gamemode selection
    - recipe book
    - Learning tools selection
- Create Profile Screen
  - Implement buttons to:
    - Profile picture
    - Daily check in
    - Leaderboard
    - Achievements
    - Friends
    - Login
    - Logout?
- Create Profile picture selection screen
  - Implement available profile pictures
- Create leaderboard screen
  - Implement top 3 ranking

- ○ Implement players leaderboard
- Create achievements screen
    - ○ Implement starting achievement
        - ■ Ex: Create profile achievement
- Create daily check in screens
    - ○ Implement current check in streak
    - ○ Implement tap to check in button
- Create friend screens
    - ○ Implement current friend list button
        - ■ List current friends
        - ■ Implement "remove friend" button
        - ■ Implement "view friend profile" button?
        - ■ Implement search bar
    - ○ Implement add a new friend list button
        - ■ List possible new friends
        - ■ Implement add friend button
        - ■ Implement search bar
    - ○ Implement review pending friend requests button
        - ■ List pending friend requests
        - ■ Implement deny/accept request button
        - ■ Implement search bar
- Create settings screen
    - ○ Implement volume bars for:
        - ■ Master
        - ■ Game
        - ■ Music
    - ○ Implement notification on/off button
    - ○ Implement privacy and terms button
    - ○ Implement contact us button
- Create recipe book screen
    - ○ Implement search bar
        - ■ Implement advanced search features
    - ○ Implement predefined recipes
        - ■ Include picture of drink, name if drink, ingredients, instructions, tools needed
- Create learning tools selection screen
    - ○ Create button for pouring timer
        - ■ Implement "?" button for description
        - ■ Implement tap to go button
    - ○ Create button for theory
        - ■ Implement "?" button for description
        - ■ Implement tap to go button
    - ○ Create button for flashcards
        - ■ Implement "?" button for description
        - ■ Implement tap to go button

- Create pouring timer screen
  - Implement timer feature
    - Functions such as stop, go, reset, insert time
  - Implement stopwatch feature
    - Functions such as stop, go, reset
  - Implement metronome feature
    - Functions such as adjusting bpm, on/off button
- Create theory screen
  - Create theory topic selection
    - Create button for ingredients
      - Implement "?" button for description
      - Implement tap to go button
    - Create button for techniques
      - Implement "?" button for description
      - Implement tap to go button
    - Create button for basic tools
      - Implement "?" button for description
      - Implement tap to go button
- Create ingredients screen
  - Create book functions
    - Examples:
      - Table of contents - locate a section and go to that page
      - Titles, text
      - Next page button
      - Previous page button
- Create techniques screen
  - Create book functions
    - Examples:
      - Table of contents - locate a section and go to that page
      - Titles, text
      - Next page button
      - Previous page button
- Create basic tools screen
  - Create book functions
    - Examples:
      - Table of contents - locate a section and go to that page
      - Titles, text
      - Next page button
      - Previous page button
- Create flashcards screen
  - Create predefined flashcard topics
    - Ex: Wines, glassware, customer service, etc.
  - Create edit button to remove stacks
  - Create custom flashcards button

- Create custom flashcards screen
  - Create "Title of set" card
    - Input box from user
  - Create "Enter Term:" input box
  - Create "Enter definition" input box
  - Create add new card button
    - New card is added to the end of current list
- Create gamemode selection screen
  - Create button for bar battle
    - Implement "?" button for description
    - Implement tap to go button
  - Create button for rush hour
    - Implement "?" button for description
    - Implement tap to go button
  - Create button for endless night
    - Implement "?" button for description
    - Implement tap to go button
- Create matchmaking screens
  - Implement "select player" button
  - Implement "select random player" button
  - Implement play button
- Create difficulty screen for rush hour
  - Implement "easy" button
  - Implement "medium" button
  - Implement "hard" button
- Create game screen
  - Implement shelf
  - Implement alcohol selection
    - Can choose alcohol
  - Implement garnish selection
    - Can choose garnish
  - Implement tool selection
    - Can choose tools
  - Implement mixer selection
    - Can choose mixer
  - Implement drink ingredient board
    - Have the ingredients and the drink name
  - Implement "mix" button for shaker
    - Mix the drink
    - Checks if ingredients are correct or not
    - Takes them to second game screen if the ingredients for alcohol is correct
  - Implement "reset" button
    - Empties out the shaker
  - Implement "ice" button

- - - Places ice into the drink
  - ○ Implement "served" overlay
  - ○ Implement finish overlay
    - ■ When the timer runs out
    - ■ When the user wants to quit
- ● Gamemode "bar battle"
  - ○ Create "players bar"
    - ■ Have 2 player bars with their names
  - ○ Implement increments counter when a drink is served to the player
- ● Gamemode"rush hour"
  - ○ Implement timer and counter
    - ■ Timer based difficulty
    - ■ Decrement Counter
      - ● based on difficulty
- ● Gamemode "Endless Night"
  - ○ Implement clock
    - ■ Endless clock for how long they are in the gamemode for
    - ■ Counter to keep track of how many drinks they made
- ● Create loading screen
  - ○ No touch features, just loading icon
- ● Create feedback screen
  - ○ Shows correct alcohol, shows incorrect alcohol
  - ○ Shows correct mixer, shows incorrect mixer
  - ○ Shows correct tool, shows incorrect tool
  - ○ Shows correct garnish, shows incorrect garnish
  - ○ Shows the total of drinks made
  - ○ Shows the total of mistakes made
  - ○ Create the "continue"
- ● Sound Effects:
  - ○ Background music
  - ○ Pouring sound
  - ○ Timer sounds
  - ○ Mixing sound
  - ○ Door opening sound
  - ○ Start, Finish, Served sounds

Sprint Organization:
Deadlines:
- ● Sprint 1: March 17, 2025
- ● Sprint 2: March 31, 2025
- ● Sprint 3: April 14, 2025
- ● Sprint 4: April 28, 2025

Sprint Backlog for Sprint 1

We will be using Unity to implement our application.

The essential screens for our app:
- Create start screen
    - Implement "Tap anywhere to continue" button
    - Implement open door motion
- Create home page
    - Implement buttons to:
        - profile screen
        - settings screen
        - gamemode selection
        - recipe book
        - Learning tools selection
- Create Profile Screen
    - Implement buttons to:
        - Profile picture
        - Daily check in
        - Leaderboard
        - Achievements
        - Friends
        - Login
        - Logout?
- Create Profile picture selection screen
    - Implement available profile pictures
- Create leaderboard screen
    - Implement top 3 ranking
    - Implement players leaderboard
- Create achievements screen
    - Implement starting achievement
        - Ex: Create profile achievement
- Create daily check in screens
    - Implement current check in streak
    - Implement tap to check in button
- Create friend screens
    - Implement current friend list button
        - List current friends
        - Implement "remove friend" button
        - Implement "view friend profile" button?
        - Implement search bar
    - Implement add a new friend list button

- - - List possible new friends
    - Implement add friend button
    - Implement search bar
  - Implement review pending friend requests button
    - List pending friend requests
    - Implement deny/accept request button
    - Implement search bar
- Create settings screen
  - Implement volume bars for:
    - Master
    - Game
    - Music
  - Implement notification on/off button
  - Implement privacy and terms button
  - Implement contact us button

High Priority	- Create home page - Implement buttons to: - profile screen - settings screen - gamemode selection - recipe book - Learning tools selection - Create Profile Screen - Implement buttons to: - Profile picture - Daily check in - Leaderboard - Achievements - Friends - Login - Logout? - Create friend screens - Implement current friend list button - List current friends - Implement "remove friend" button - Implement "view friend profile" button? - Implement search bar - Implement add a new friend list button - List possible new friends - Implement add friend button - Implement search bar

	○ Implement review pending friend requests button
	    ■ List pending friend requests
	    ■ Implement deny/accept request button
	    ■ Implement search bar

Medium priority	● Create leaderboard screen
	    ○ Implement top 3 ranking
	    ○ Implement players leaderboard
	● Create achievements screen
	    ○ Implement starting achievement
	        ■ Ex: Create profile achievement
	● Create daily check in screens
	    ○ Implement current check in streak
	    ○ Implement tap to check in button
	● Create settings screen
	    ○ Implement volume bars for:
	        ■ Master
	        ■ Game
	        ■ Music
	    ○ Implement notification on/off button
	    ○ Implement privacy and terms button
	    ○ Implement contact us button

Low priority	● Create start screen
	    ○ Implement "Tap anywhere to continue" button
	    ○ Implement open door motion
	● Create Profile picture selection screen
	    ○ Implement available profile pictures

Trello Board Setup

Link: https://trello.com/b/6YrYXDkX/491a-tipsy-in-a-tux.

Other

Start Screen
- Art
- Door open animation
- Clicking interactiveness that leads to the home page

Home Screen
- Art
- Door
  - Click door to exit the app
  - Door opening animation
- Profile pic
- Username
- User level
- Settings buttons

User Profile
1. Start a profile
2. Edit the profile
3. Customize
4. Befriend people

Profile Page
- Default profile
- Login button / logout
- Guest ID vs player ID