# Buc’s Eye View

## *Estimated 5 Sprint Task List / User Stories*

# Sprint 1: Basic Structure and Setup

## User Story 1: As a user, I want to see the game instructions on the home screen so that I can understand how to play the game.

## Tasks

## Design and implement the home screen layout.

## Add a section for game instructions.

## Link “Start” button to start the game.

## User Story 2: As a user, I want to start the game and see the first random image so that I can begin playing.

## Tasks

## Set up initial code to load a random image.

## Create placeholder images and load them upon game start.

## User Story 3: As a user, I want a timer to begin when an image appears so that I can know how much time I have left to make a guess.

## Tasks:

## Implement a 60-second countdown timer.

## Display the timer on the game screen.

# Sprint 2: Multiple-Choice Options and Game Flow

## **User Story 1:** As a user, I want to see three multiple choice answers below each image so that I can select the answer I think is correct.

## Tasks:

## Create UI elements for displaying three answer choices.

## Set up code to randomize answer options for each image.

## **User Story 2:** As a user, I want to be able to select an answer and proceed to the next image so that I can continue playing.

## Tasks:

## Implement answer selection and "Next" button functionality.

## Track the number of correct and incorrect answers.

## **User Story 3:** As a user, I want the game to show a new random image after each guess so that I can continue through all five rounds.

## Tasks:

## Set up a loop to display the next image after each answer.

## Track image order and ensure they are randomized daily.

# Sprint 3: Finalize Scoring and Daily Randomization

## **User Story 1:** As a user, I want a score based on my elapsed time and number of correct guesses so that I know how well I performed.

## Tasks:

## Calculate the score as elapsed time + correct guesses.

## Display the score at the end of each game.

## **User Story 2:** As a user, I want a randomized set of images each day so that the game feels new and challenging.

## Tasks:

## Set up a server or backend function to randomize daily images.

## Implement code to pull a new image set daily.

## **User Story 3:** As a user, I want to see my final score after all five rounds so that I can review my performance.

## Tasks:

## Create a “Game Over” screen to display final score and performance summary.

## Allow the player to return to the main screen from the “Game Over” screen.

# Sprint 4: Testing, Feedback, UI Enhancements

TBD

# Sprint 5: Leaderboard, Daily Reset, Final Optimization

TBD