Sprint 2 plan
Drawify
Drawify Team
2/4/2023
Revision 2
2/7/2023

Sprint Goals: Begin work on setting up web app infrastructure
ie: get servers running, get general website made, testing
client-server communication.

Spikes:
- Research UI and front end design style, how to organize UI
  modules (whiteboard, chatbox, drawing tools, etc…)
- Research JS frameworks and general usage for web app design
- Researching and understanding Firebase server functionality
- Research server infrastructure and design planning (Firebase)

As a player I want interaction with the virtual whiteboard to be
intuitive but also varied in features. such as multiple pen colors,
sizes, different colored chat text, etc… (5):
- Create additional drawing tools

As a player, I want to use a virtual whiteboard to share and receive
drawings during the game (5):

- Work on creating white board module export function that
  formats the whiteboard into the style of our server
  infrastructure (JSON), allowing it to be stored and shared

As a player, I would like to have some form of communication with
other players (chatbox, voice channel, share drawings) (5):

- Create general systems module for sharing drawings from client
  to server and back to client

As a player I would like to have the ability to create game lobbies
and choose who can and can't join, whether it be through an invite
code or through a username/password system (8):

- Create Firebase modules for lobby creation and connection
- Create Firebase modules for client-server connection

I want to be able to save previous games and performance and show them off in an online profile, keeping track of my progress as I play the game (3):
  - Create user profile module
  - Create user profile data module
  - Previously drawn game
  - Previous game data
  - Average scores

Team roles:
Aniket: Project owner
Wesley: Developer
Nathan: Developer
Wyatt: Scrum Master

Init task assignment:
Aniket: Work on creating white board module export function that formats the whiteboard into the style of our server infrastructure (JSON), allowing it to be stored and shared
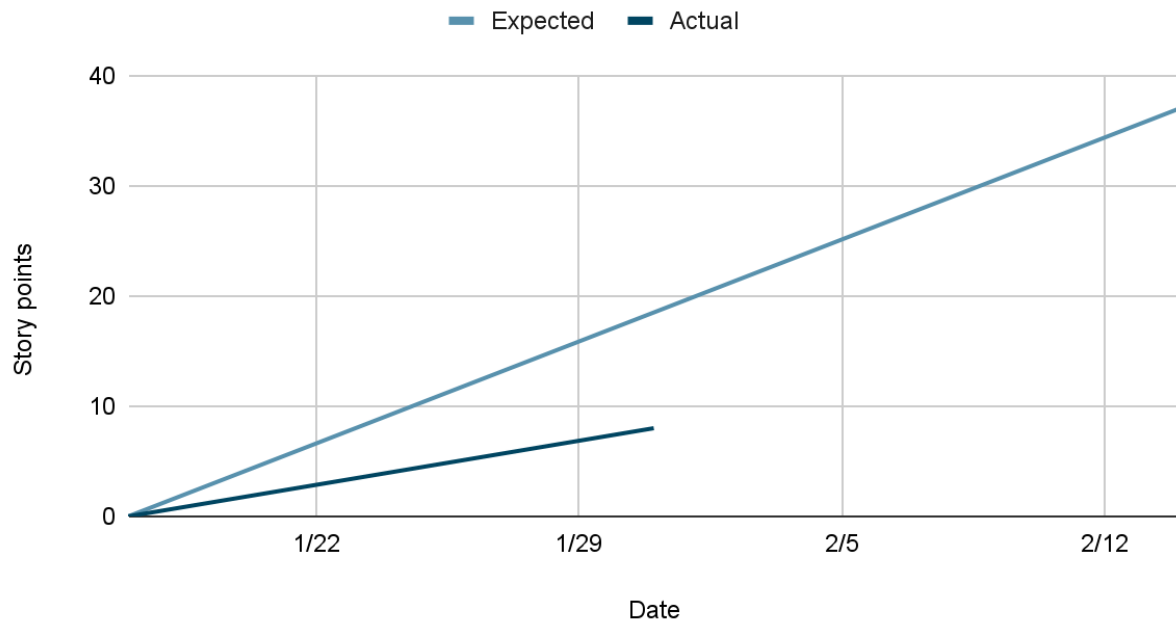
Wesley: Create general systems module for sharing drawings from client to server and back to client

Nathan: Research UI and front end design style, how to organize UI modules (whiteboard, chatbox, drawing tools, etc…)

Wyatt: Create Firebase modules for lobby creation and connection
Create Firebase modules for client-server connection

Initial Burn-up Chart:

Burn-up chart

Scrum board:
link for Asana users:
https://app.asana.com/0/1203860507609010/board

link for non-users (read only):
https://app.asana.com/read-only/Drawify-Scrum-Board/758852180640843/b64ee9add22b64973d691367cd524a96/board

Scrum Times: Monday, Wednesday, Friday after class