

Sprint 3 plan

Drawify

Drawify Team

2/13/2023

Revision 1

2/13/2023

Sprint Goals: Begin connecting the front-end and backend module for data upload and download.

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

- Finish up UI/UX module server connections, and begin creating the general game object which encompasses all the independent modules

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):

- Finish up create game/lobby module
- Add newly create game/lobby module to lobby creation and server connection module

As a player I want interaction with the virtual whiteboard and chat box to be intuitive but feature varied (5):

- Create chat box module
- Connect chat box module to client-server communication module
- Create user profile icons
- Create scoreboard, current turn, and current prompt icons

As a player I want to be able to play the game on an online platform (8):

- Connect lobby creation module to server
- Connect whiteboard module to server
- Connect server profile module to server
- Connect chatbox module to server
- Connect score, profile, and other UI display elements to server

Team roles:

Aniket: Product owner

Wesley: Scrum master

Nathan: Developer

Wyatt: Developer

Init task assignment:

Aniket: integration of color picker into whiteboard

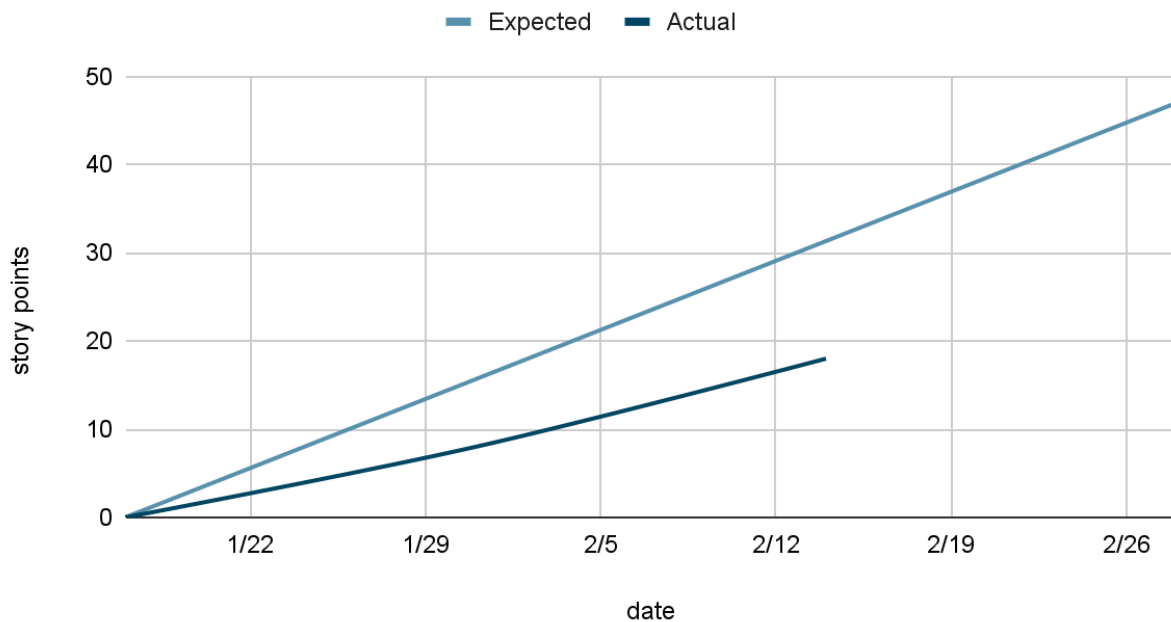
Wesley: database support for chatbox

Nathan: chatbox and UI

Wyatt: lobby system

Initial Burnup 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