WordleForAll

Milestone 2.0

Developed by:

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Milestone 1.0: A quick review

➔ Team project: A word guessing game!
➔ Objective: Develop a captivating game able to entertain and intellectually challenge its end-users.

What was working by Milestone 1.0?

➔ Registration of user accounts, including successful sign-up, login, and error handling for mistakes or errors;
➔ Basic gameplay;
➔ Gameplay features identifying correct and incorrect letter placements, as well as accurate word guesses.

Milestone 1.0: A quick review

What was NOT working by Milestone 1.0?

➜ Virtual keyboard had malfunctions after filling out the first table row;
➜ The letter guess check feature malfunctioned after the first row;
➜ Users could delete letters despite successfully guessing the word.

Our goals for Milestone 2.0:

➜ Fix all existing malfunctions;
➜ Add more game mechanics, such as puzzle hints and points;
➜ Add a leaderboard;
➜ Integrate designs for GUI;
➜ **NEW**: Client requested ability to share leaderboard results with others.

Our user stories

➔ User registration and authentication
- ◆ Straightforward and simple process
- ◆ Easy profile management

➔ Security and Privacy
- ◆ Personal data collection is minimized and data leaks are prevented

➔ Gameplay features
- ◆ Daily word puzzles
- ◆ Points and scores
- ◆ Dashboard
- ◆ Player ranking

➔ User-friendly design
- ◆ Responsive and intuitive interface that appeals both existing and new users

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   ◆ Points and scores   } ✔
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   ◆ Player ranking ✘
➔ User-friendly design
   ◆ Responsive and intuitive interface that appeals both existing and new users ✔

Agile methods

➔ User stories
➔ Sprint planning and iterative development
➔ Sprints and sprint reviews
➔ Burndown Chart
➔ Continuous integration and testing
➔ Regular team meetings to discuss progresses and challenges

Agile methods

➜ User Story Example
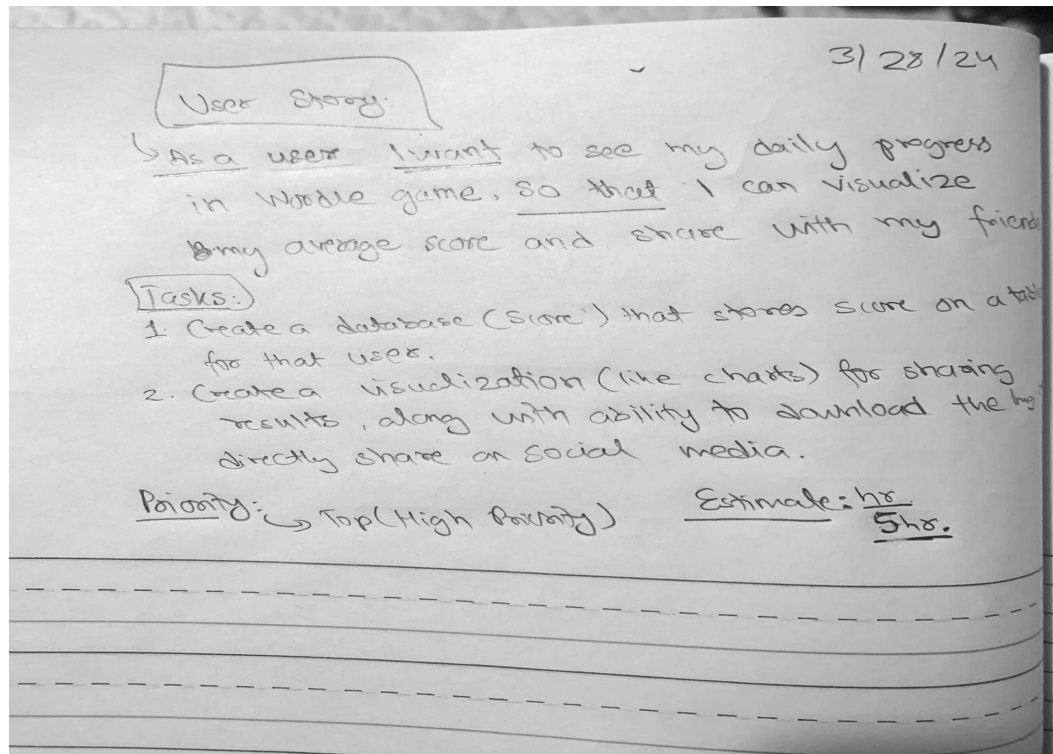
Agile methods

➔ Sprint Weeks

Color Tags	Meaning	Description
Milestone	Presentation Day	Our 1st presentation of the Product
	Sprint Week	Complete All Task in Task Tracking Before Next Milestone/Sprint

March						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

April						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

Burndown chart

Burn Down Chart of Sprint Milestone 2.0		Apr 1	Apr 3	Apr 5	Apr 7	Apr 9	Apr 11	Apr 13	Apr 15	Apr 17	
Task/Story	Hr.s Estimated (Dates are cosecutive)	Day1	Day2	Day3	Day4	Day5	Day6	Day7	Day8	Day9	Hr.s Actual
Dashboard	7	3		2				4			9
Sharing Results via Platform	2			1			2		1		4
New Db Table (Score) for Game Stats	3							2	1		3
Secure LogIn/SignUp	2		2								2
Game Logic	5				1		1		2		4
How to Play Game/Home Page Design	3		1	2			1				4
Backend/Frontend Game Integration	5	1				2		1			4
User Interface Design/Documentation	5	1		2			3				6
Software Testing	5		2			1			1		4
Presentation Buildup for Milestone 2.0	3								1	1	2
Remaining Effort	40	35	30	23	22	19	12	5	-1	-2	42
Ideal Burn Down	40	36	28	18	10	5	2	0	0	0	

Burndown chart

SiteMap
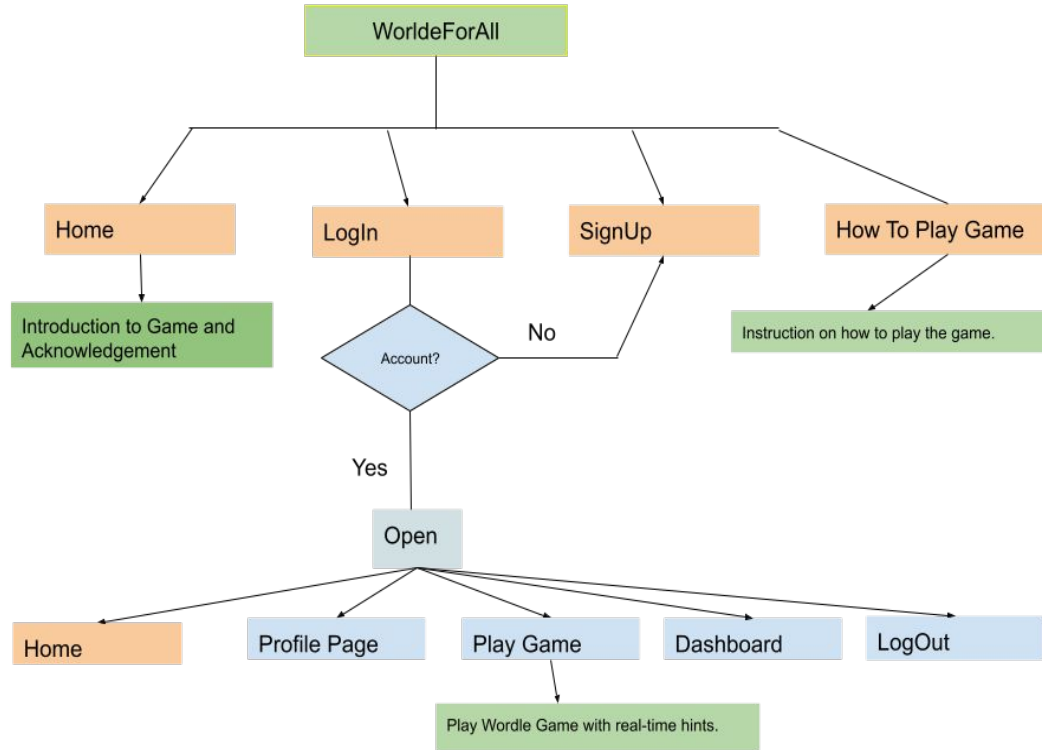
Software demonstration

➔ **Let's test**
- ◆ User account registration and authentication processes
- ◆ Profile management
- ◆ How to play screen
- ◆ Gameplay and game logic
- ◆ Leaderboard and correct score reporting
- ◆ Log out and re-login to show that progresses are maintained throughout sessions
- ◆ Ability to share game scores with others externally

Software testing

➔ GitHub for version control, issue tracking, and testing
➔ Iterative and incremental in line with the development process
➔ Continuous Integration and Deployment (CI/CD) to test any changes
➔ Peer review for code correction
➔ Cross-functional testing, reviewing from an end-user's perspective
➔ Regular review meetings with the team for feedback and reflection

Minor bugs:

◆ Delete button on physical keyboard does not work
◆ Game title overlaps with "Game over" message
◆ Zooming in and out from the game changes the design structure
◆ Dashboard minutes appear as "undefined"

Lessons learned

➜ Key successes:
  ◆ Quality vs. Quantity
  ◆ Game logic capable of supporting a variety of features and mechanisms such as letter guessing and scoring systems
  ◆ Flexibility and Adaptability in terms of game mechanics and design (GUI)

➜ Challenges:
  ◆ Balancing quality and speed throughout development
  ◆ Fixing bugs
  ◆ Web page development with CSS framework (Buma)

The 3 most important things we learned

1) Iterative development and continuous feedback to meet user expectations successfully
2) Prioritization and adaptability, especially considering strict time constraints
3) Cross-functional collaboration among team members with diverse skill sets