

WordleForAll

Milestone 1.0



Application by Anjan Rana Magar, Chun Chen Lai,
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About Us

- Our software?
 - ◆ A word guessing game!
- Our objective?
 - ◆ Provide a captivating game that can entertain and intellectually challenge its end-users.



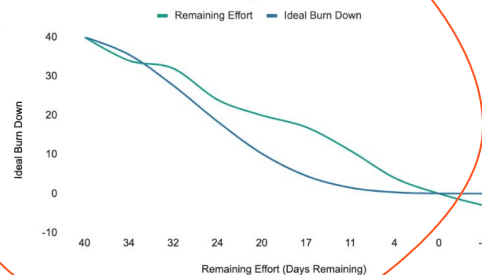
Agile Practices

| Member's Name | Role | Sub-Role | Role Description |
|------------------|------------------------------|---------------|--|
| Anjan Rana Magar | Scrum Master / BackEnd Dev | Product Owner | Facilitates Agile processes, removes impediments, and ensures the team adheres to Agile principles. Work on Soft Dev. at BackEnd/Game Logic of Wordle with other Peers. |
| Roberta | Design/Testing/Documentation | Product Owner | Work on UI/UX design, game aesthetics, and user experience. testing the application for bugs, usability, and player experience (Periodically help with testing the software by downloading from repo and testing in local computer.) Writing up documentation, user guides, and help content Gathering feedback, competitor analysis, and market research (This one can be done at the later stage of our product development. |
| Mike | BackEnd Dev/ Testing | Product Owner | Work on BackEnd Game logic and Flask application. Periodically help with testing the software by downloading from repo and testing in local computer. |
| Haifa | Design/Testing/Documentation | Product Owner | Work on UI/UX design, game aesthetics, and user experience. testing the application for bugs, usability, and player experience (Periodically help with testing the software by downloading from repo and testing in local computer.) Writing up documentation, user guides, and help content Gathering feedback, competitor analysis, and market research (This one can be done at the later stage of our product development. |

| A | B | C | D | E | F | G |
|---|--|---|----------|-------------|---|------|
| BackLog ID | Backlogs/To Do List | Description | Priority | Status | | |
| 1st Sprint Before Presentation on March 6th | | | | | | |
| A1 | Success User Registration and Login Page | Design a successful user signup and login in page. | High | Done | | Note |
| A2 | Home Page Design | We should have a Home Page Design of the Application/ Eg. Welcome message/ Image of a wordle/ or GIF | High | Done | | |
| A3 | Running Code on Python/JS | Have a code that runs smoothly on python. There should be a pytest to test the code and a good and clear documentation on how code functions. | Medium | In Progress | | |
| A4 | Test Code | Test if the code runs smoothly in other's local machine. | Medium | Done | | |
| A5 | UI/UX | Draw the site map and UI of Game1 | Medium | Done | | |
| Milestone 2.0 | | | | | | |
| A6 | LeaderBoard | | Medium | | | |

| Burn Down Chart of Recent Sprint Week 02 | | | | | | | | | | | | |
|--|-------------|-------------|-------------|-------------|------------|------------|------------|------------|------------|-------------|--------|---------|
| Hr.s Estimated | | | | | | | | | | | | |
| | Feb 26 Day1 | Feb 27 Day2 | Feb 28 Day3 | Feb 29 Day4 | Mar 1 Day5 | Mar 2 Day6 | Mar 3 Day7 | Mar 4 Day8 | Mar 5 Day9 | Mar 6 Day10 | Actual | Planned |
| SignUp | 10 | 3 | | 2 | 3 | | 4 | | | | 12 | |
| Logic | 6 | 1 | | 1 | | 2 | | 1 | | | 5 | |
| gn/Documentation | 3 | | | | | | 2 | | 2 | | 4 | |
| gn/Documentation | 2 | | 2 | | | | | | | | 2 | |
| Map | 1 | | | | 1 | | | | | | 1 | |
| nd Image | 3 | | | 3 | | | 1 | | | | 4 | |
| eyboard | 2 | 1 | | | | 2 | | 1 | | | 4 | |
| hange/Game | 5 | 1 | | 2 | | | 3 | | | | 6 | |
| ay Game | 3 | | | | | | | | | | 0 | |
| ftware! | 5 | | | | | 1 | | | 1 | 3 | 5 | |
| | 40 | 34 | 32 | 24 | 20 | 17 | 11 | 4 | 0 | -3 | 43 | |
| | 40 | 36 | 28 | 18 | 10 | 5 | 2 | 0 | 0 | 0 | | |

Ideal Burn Down vs. Remaining Effort

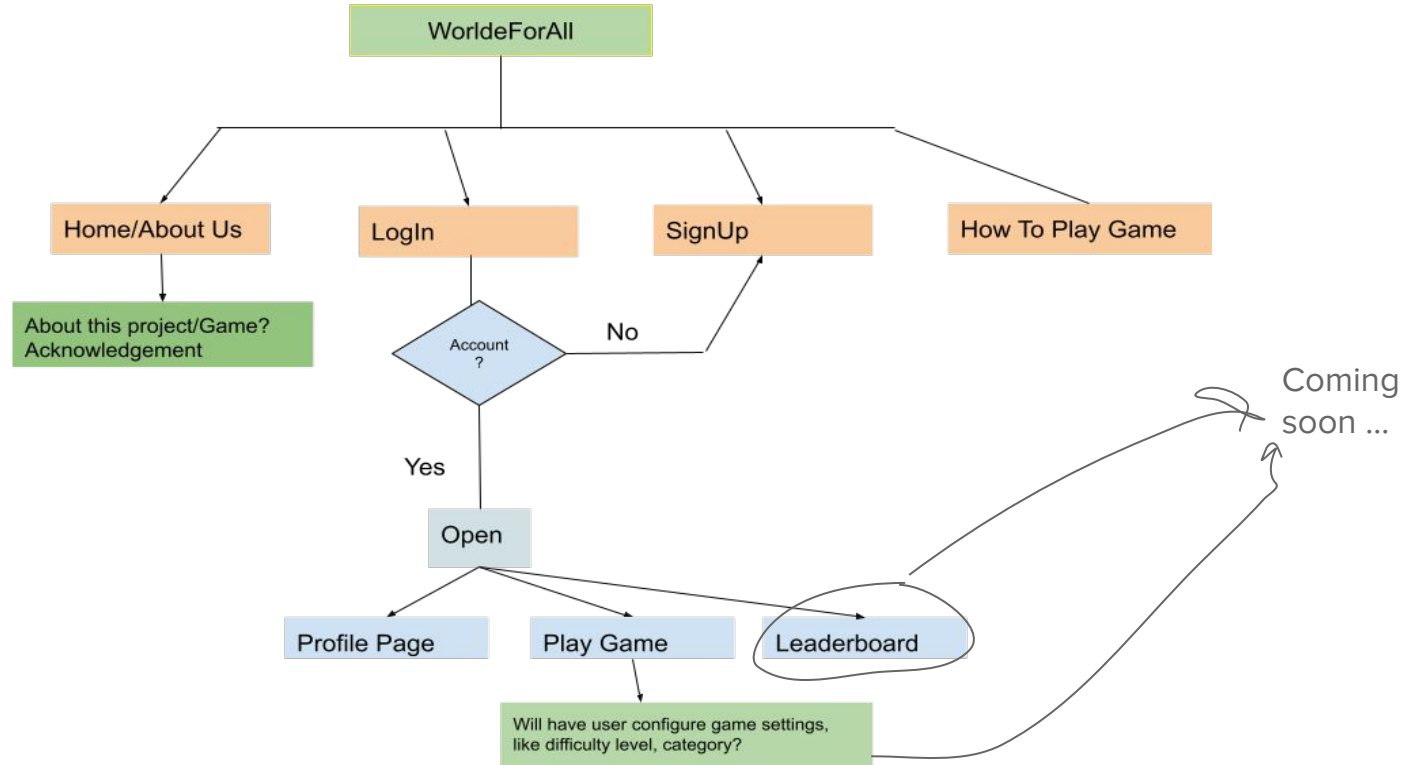


Agile Practices and Documentation in Excel.

https://docs.google.com/spreadsheets/d/1muGam9i_8fnMESuT4PIxW6GU0mR_Fa1G6OcU-K2lkVE/edit?usp=sharing

Team Roles | Sprint Planning | Task Tracking | Backlog | Burndown Chart

SiteMap



The user stories we planned

- User registration and authentication
 - ◆ Straightforward account creation process
 - ◆ Easy profile management
- Security and Privacy
 - ◆ Personal data collection is minimized and data leak is prevented
- Gameplay features
 - ◆ Daily puzzles
 - ◆ Game customizations
 - ◆ Points and scores
 - ◆ Leaderboard and player ranking
- User-friendly design
 - ◆ Responsive and intuitive interface that appeals both existing and new users

Wordle For All: the gameplay

- A game that can entertain and educate users
- Mission statement: provide a captivating and enriching word gaming experience that promotes vocabulary skills and critical thinking
- Designed for players of all ages
- Elements of variety:
 - ◆ Players can test their skills on daily puzzle challenges
 - ◆ Word puzzles are customizable (difficulty, words length, attempts number)
 - ◆ Point-earning system for correct guesses
 - ◆ Game profile to track progress and scores over time
 - ◆ Online community for users to compete against other players
 - ◆ Sense of competition and motivation with Leaderboard showcasing the top players

User Registration Demo

→ User registration and authentication

- ◆ Login Success
- ◆ Login Error

→ SignUp and Login Demo

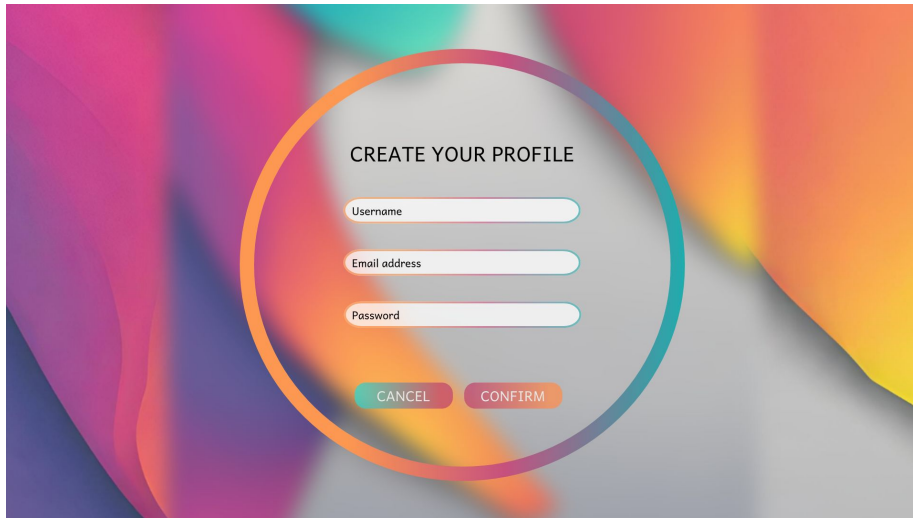
- ◆ What happens when Logged in? - User Profile and Game Play Appears
- ◆ Signup > Login

Testing Software

- Current testing includes beta testing - USER ACCEPTANCE TEST (UAT).
- Unit testing will be implemented in Milestone 2.0
- Main gameplay features testing
 - What's working:
 - Basic gameplay
 - Correct letter placements and incorrect placements
 - Fully correct result
 - What's not working:
 - Virtual keyboard not working after the first row
 - The correction check not working properly after first row
 - Able to delete letters even though we got fully correct result

Milestone 2.0: a sneak peek of what's coming

- User interface will be improved
 - ◆ Game design will be included



Milestone 2.0: a sneak peek of what's coming

- Additional game mechanics
 - ◆ Puzzle hints and points
- Leaderboard
- Profile Customization
- Security and Authentication
- Advanced UI/UX
- Blog Post
- More bugs fix