WordleForAll

Milestone 1.0

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

Interactive Word Puzzle Challenge Application that promotes mental simulations and interactive community among the players.
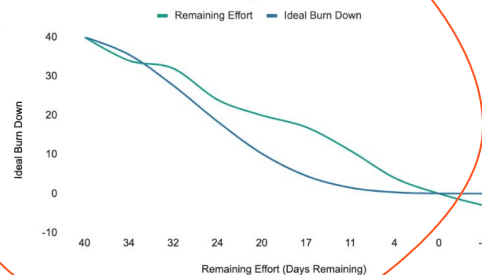
Agile Practices

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.

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 log 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 Weeek 02											
		Feb 26	Feb 27	Feb 28	Feb 29	Mar 1	Mar 2	Mar 3	Mar 4	Mar 5	Hr.s Actual
	Hr.s Estimated	Day1	Day2	Day3	Day4	Day5	Day6	Day7	Day8	Day9	
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	

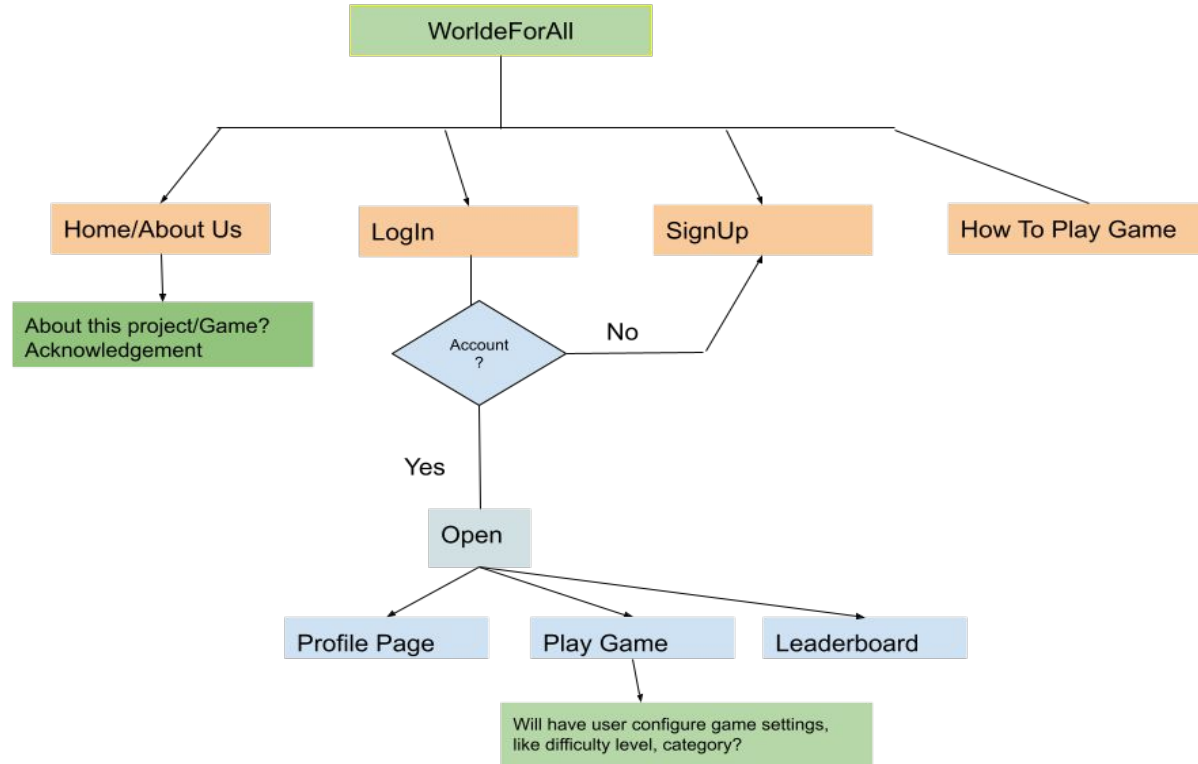Ideal Burn Down vs. Remaining Effort — Remaining Effort — Ideal Burn Down

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

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
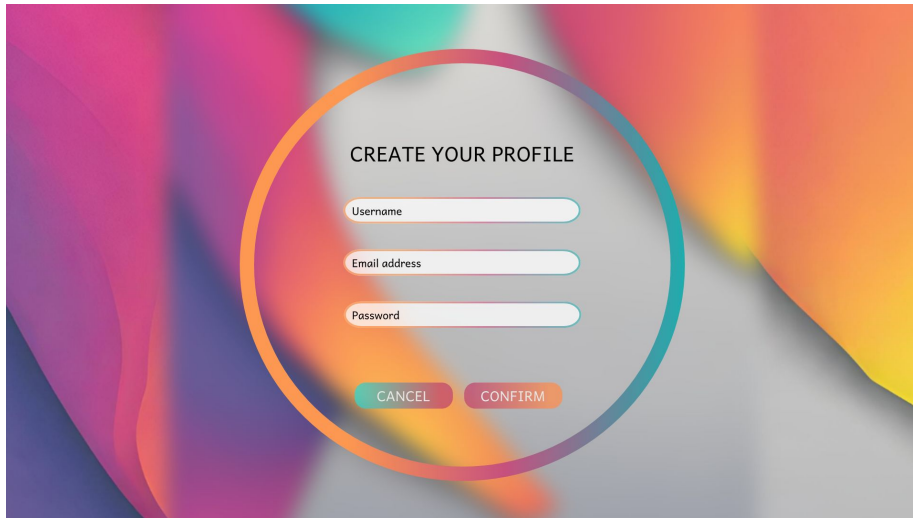
Wordle For All: the gameplay

➔ 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

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