

Who's Next

Eliminators

Sprint Completion: 6/6/23

Revisions: 6/4/23

**Goal:** Finish the remaining gameplay features missing from the app, eliminate common bugs, improve visual experience

### **User stories and tasks:**

#### **Sprint 3 User Stories**

- "I am a user, I want to be able to view my target, so that I know who to eliminate." [3]
  - Display the user information (picture, name, about, frequented location) on user home screen (5 hours)

Total Hours: 5

- "I am a user, I want to eliminate a player, so that I can gain elimination points" [5]
  - Eliminate button functionality that eliminates a player when pressed (6 hours)
  - Increment elimination points on database upon elimination event (1 hour)
  - Next targets immediately assigned after a single elimination (4 hours)
  - Accept/Deny popup upon elimination with cached UID of eliminator (3 hour)

Total Hours: 14

#### **Sprint 4 User Stories**

- "I am a user, and I want to be able to win a match, so that I can win the game." [3]
  - Set game finished if upon elimination only one user remains (1 hour)
  - Display the correct end game screen (2 hours)
  - Display the last player alive and the player with the most points (3 hours)

Total Hours: 6

- "I am a user, I want to access the leaderboard, so that I can see who's in the match." [4]
  - Display users on the leaderboard in order of their points. (3 hours)
  - Display players who are eliminated for that 'round' by graying out players ( 3 hours)

Total Hours: 6

- "I am a user, I want to save a picture of myself, so that the person who's eliminating me knows what I look like." [5]
  - Upload files from user device to database (7 hours)
  - Map UID to profile picture on database (3 hours)
  - Display interface to pick which picture to have as profile picture (4 hours)

Total Hours: 11

### Team roles:

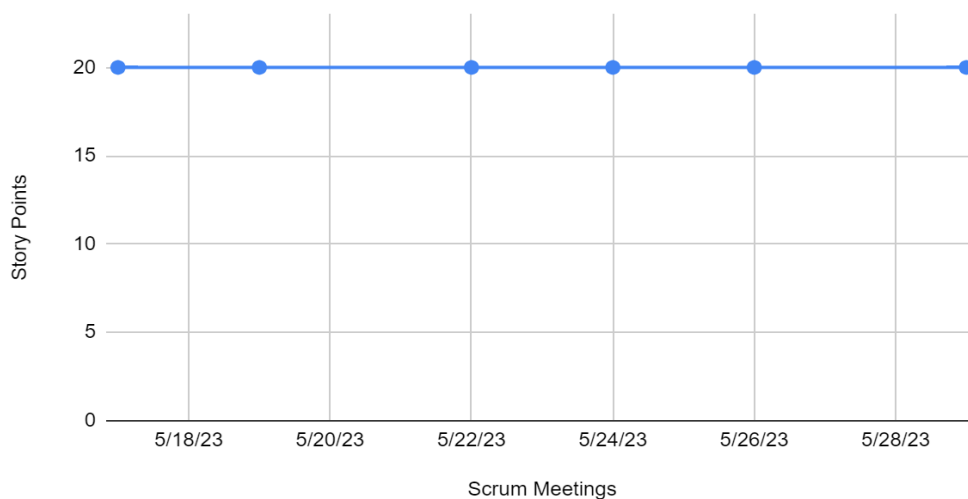
- Product Owner: Cash
- Scrum Master: Cash
- Team:
  - Harrison, Aaron, Marlene, Josh

### Initial task assignment

- Profile Picture:
  - Marlene
- Leaderboard Updates and Target Info:
  - Harrison
- Deployment
  - Aaron
- Target elimination:
  - Cashton and Aaron
- Elimination page: display the whole user data(not just name)
  - Joshua and Cashton
- Fix the state of the user home page, Elimination notification logic, running match working fully, winning a match modal(winner of most killer and survivor), let only host the start the game
  - Joshua

### Burnup chart

Story Points vs. Scrum Meetings



Initial scrum board

● Not Started13

● In Progress0

● Done0

... +

M Marlene Inoue3 ... +

✓ Remove abandoned functionality (login screen fields, create game fields, about screen)

Jun 6

Harrison Saunders

M Marlene Inoue

✦ Sprint.4

✓ Display the last player alive and the player with the most points

Jun 6

M Marlene Inoue

✦ Sprint.4

✓ Display Interface to pick which picture to have as profile picture

Jun 6

M Marlene Inoue

✦ Sprint.4

+ New

+ New

+ New

J Joshua Cho6 ... +

✓ Accept/Deny popup upon elimination with cached UID of eliminator

Jun 6

J Joshua Cho

✦ Sprint.4

✓ Set game finished if upon elimination only one user remains

Jun 6

C Cashton Holbert

J Joshua Cho

✦ Sprint.4

✓ Next targets immediately assigned after a single elimination

Jun 6

C Cashton Holbert

J Joshua Cho

✦ Sprint.4

✓ Increment elimination points on database upon elimination event

Jun 6

C Cashton Holbert

J Joshua Cho

✦ Sprint.4

✓ Display the user information (picture, name, about, frequented location) on user home screen

Jun 6

C Cashton Holbert

J Joshua Cho

✦ Sprint.4

✓ Display the correct end game screen

Jun 6



























J Joshua Cho

✦ Sprint.4

+ New

+ New

+ New

Not Started13	In Progress0	Done0
<div> <div>  <div> <div>Aaron Brundhurst-Fust</div> <div>3</div> <div>...</div> <div>+</div> </div> </div> <div> <div> <div>✓</div> <div>Deployment on google store</div> </div> <div> <div></div> <div>Aaron Brundhurst-Fust</div> </div> <div> <div></div> <div>Sprint 4</div> </div> </div> <div> <div> <div>✓</div> <div>Map UID to profile picture on database</div> </div> <div> <div></div> <div>Aaron Brundhurst-Fust</div> </div> <div> <div></div> <div>Sprint 4</div> </div> </div> <div> <div> <div>✓</div> <div>Upload files from user device to database</div> </div> <div>Jun 6</div> <div> <div></div> <div>Aaron Brundhurst-Fust</div> </div> <div> <div></div> <div>Sprint 4</div> </div> </div> <div> <div>+</div> <div>New</div> </div> </div>	<div> <div>+</div> <div>New</div> </div>	<div> <div>+</div> <div>New</div> </div>
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**Scrum times**

- Monday and Friday: 1:00pm - 1:15pm
- Wednesday: 1:55pm - 2:10pm

**Product backlog:**

- “I am a colorblind user, and I want to be able to differentiate visual elements of the app, so that I can better perceive the interface.”
- “I am a user, and I want to be able to respawn on a timer, so that I can keep playing the game after being eliminated.” [2]
- “I am a user, I want to be able to name my match, so that I can have a personalized experience.” [3]
- Save last opened match
- Map of eliminations
- Video proof upload
- Viewing other user’s profile pages
- Host ability to settle elimination disputes
- send notification to a player when they’re eliminated
- Fix the firebase for MacOS & IOS
- Leaving a match
- Join game when already started