

Who's Next

Eliminators

Sprint Completion: 5/9/23

Revisions:

- Revision 1: 5/22/23
- Revision 2: 6/4/23

**Goal:** Set up the firebase database and implement the majority of our gameplay functionality.

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

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

- "I am a user, I want to create a match, so that I can play the game." [5]
  - Generate and provide unique code for match (1 hour)
  - Setup what a match is within the firebase database (2 hours)
  - Create UI for setting the fields of a match (5 hours)

Total hours: 8 hours

- "I am a user, I want to join a match, so I can play the game." [4]
  - Create UI field for inputting match code (1 hour)
  - UI for selecting active match and displaying active match data (4 hours)
  - Functionality to join the game by code and update the firestore database as a response. (1 hour)
  - Displaying joined matches in match drawer & appbar on userhome, updating match data in the user home about page (4 hours)
  - Error handling on joining match with modal alert popup that tells user why they can't join match (2 hours)
    - Errors (handle with visual popup):
      - Match is full
      - Match doesn't exist
      - Match is ongoing
      - You're already in the match

Total hours: 12 hours

- "I am a user of Who's Next, I want to eliminate a player, so that I can gain points" [5]
  - Eliminate button functionality that eliminates a player when pressed (5 hours)
  - Gets a new target after eliminating current target (6 hours)

Total hours: 11 hours

- "I am a user, I want to be able to view my target, so that I know who to eliminate." [4]
  - Store google avatar images in firestore cloud (1 hour)
  - Assign targets upon game start (2 hours)
  - Fetch from database to retrieve data for selected match (3 hours)

- Display the user information (picture, name, about, frequented location) home screen (1 hour)

Total hours: 7 hours

- “I am a user, I want to access my profile settings, so that I can change my app/user settings.” [2]
  - Setup table for user profiles (2 hours)
  - Load client-side stuff from database (2 hours)
  - UI for changing fields and updating database (3 hours)

Total hours: 7 hours

Small Tasks:

Cashton:

### **Team roles:**

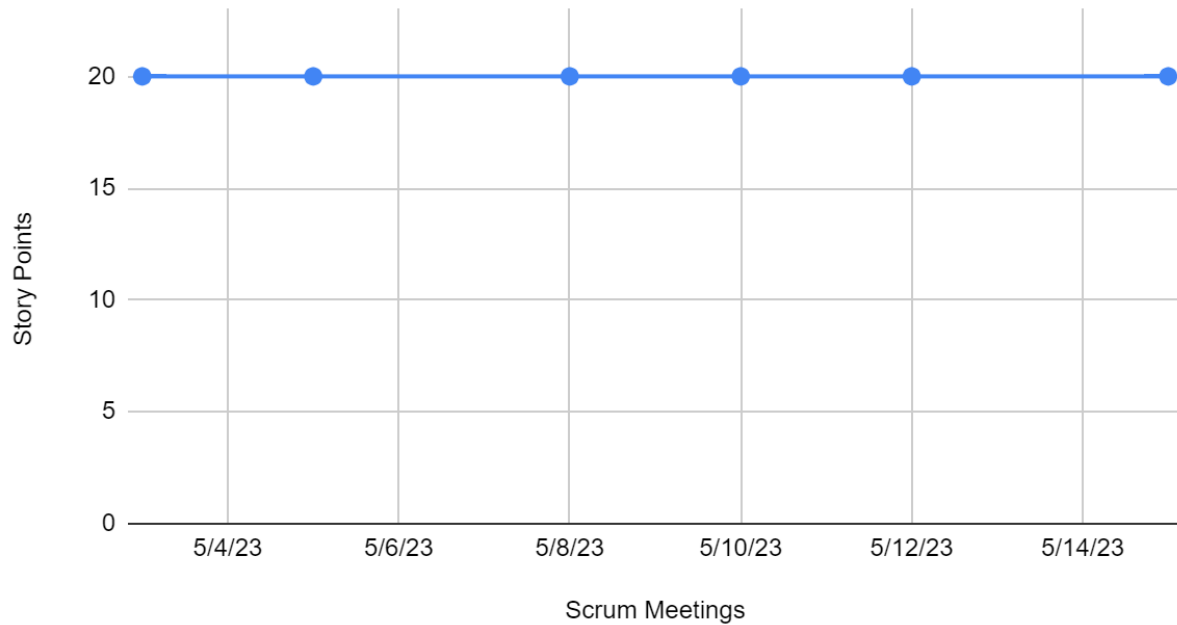
- Product Owner: Cash
- Scrum Master: Harrison
- Team:
  - Harrison, Aaron, Marlene

### **Initial task assignment**

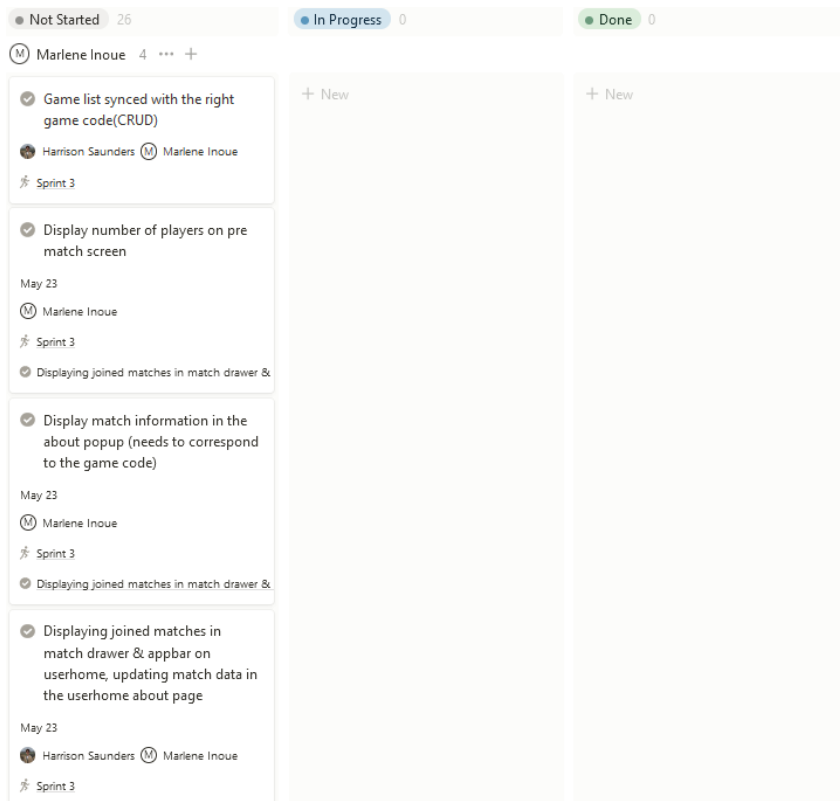
- Database profile/login/target queries from Firebase
  - Aaron
  - Cashton
- Popup window widget with customizable content (used for displaying errors when joining matches)
  - Harrison
- Updating list of current matches and userhome selected match
  - Harrison
- show current players in game on pre match screen and max players and display the game information for the corresponding game
  - Marlene
- Make user flow better with user home page(no group exist state, game ready state, game start state, game end state)
  - Josh
- Elimination Logic work
  - Josh

## Burnup chart

### Story Points vs. Scrum Meetings



## Initial scrum board



Not Started26

In Progress0

Done0

Joshua Cho10

Leader board synced

Cashton Holbert

Aaron Brundhurst-FustJoshua Cho

Sprint 3

2

after elimination, respawn time start ticking in user home

Joshua Cho

Sprint 3

pre match screen

Joshua Cho

Sprint 3

Post match screen

Joshua Cho

Sprint 3

Routing handle especially when user don't have any game joined, and when user already have joined some game

Joshua Cho

Sprint 3

Create a huddle to not go into user home page without validation of their game code

Harrison SaundersJoshua Cho

Sprint 3

pop up for elimination notification when someone got eliminated

Joshua Cho

Sprint 3

Assign targets upon game start

May 23

Cashton HolbertJoshua Cho

Sprint 3

Update database and update the 'eliminator' of that player to their target

May 23

Joshua Cho

Sprint 3

Eliminate button functionality that eliminates a player when pressed

May 23

Joshua Cho

Sprint 3

+ New



+ New

● Not Started 26 ... +

● In Progress 0

● Done 0

A Aaron Brunckhurst-Fust 4 ... +

✓ Leader board synced  

C Cashton Holbert

A Aaron Brunckhurst-Fust

J Joshua Cho

🏃 Sprint 3

💬 2

✓ Login Page successfully working

C Cashton Holbert

A Aaron Brunckhurst-Fust

🏃 Sprint 3

✓ Setup table for user profiles

May 23

A Aaron Brunckhurst-Fust

🏃 Sprint 3

✓ Fetch from database to retrieve data for selected match

May 23

A Aaron Brunckhurst-Fust

🏃 Sprint 3

+ New

+ New

● Not Started26

● In Progress0

● Done0

Cashton Holbert10...+

✓ Leader board synced

Cashton Holbert

Aaron Brundhurst-FustJoshua Cho

Sprint 3

2

✓ UI for changing fields from profile page and updating database

May 23

Cashton Holbert

Sprint 3

✓ Activate the google image avatar for each player

Cashton Holbert

Sprint 3

Profile synced with right user data(CRUD)

✓ Profile synced with right user data(CRUD)

Cashton Holbert

Sprint 3

✓ Figure out the UI parts of Google Auth Modal

Cashton Holbert

Sprint 3

✓ Setup what a match is within the firebase database

May 23

Cashton Holbert

Sprint 3

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

May 23

Cashton Holbert

Sprint 3

✓ Login Page successfully working

Cashton Holbert

Aaron Brundhurst-Fust

Sprint 3

✓ Assign targets upon game start

May 23

Cashton HolbertJoshua Cho

Sprint 3

✓ Gets a new target after eliminating current target

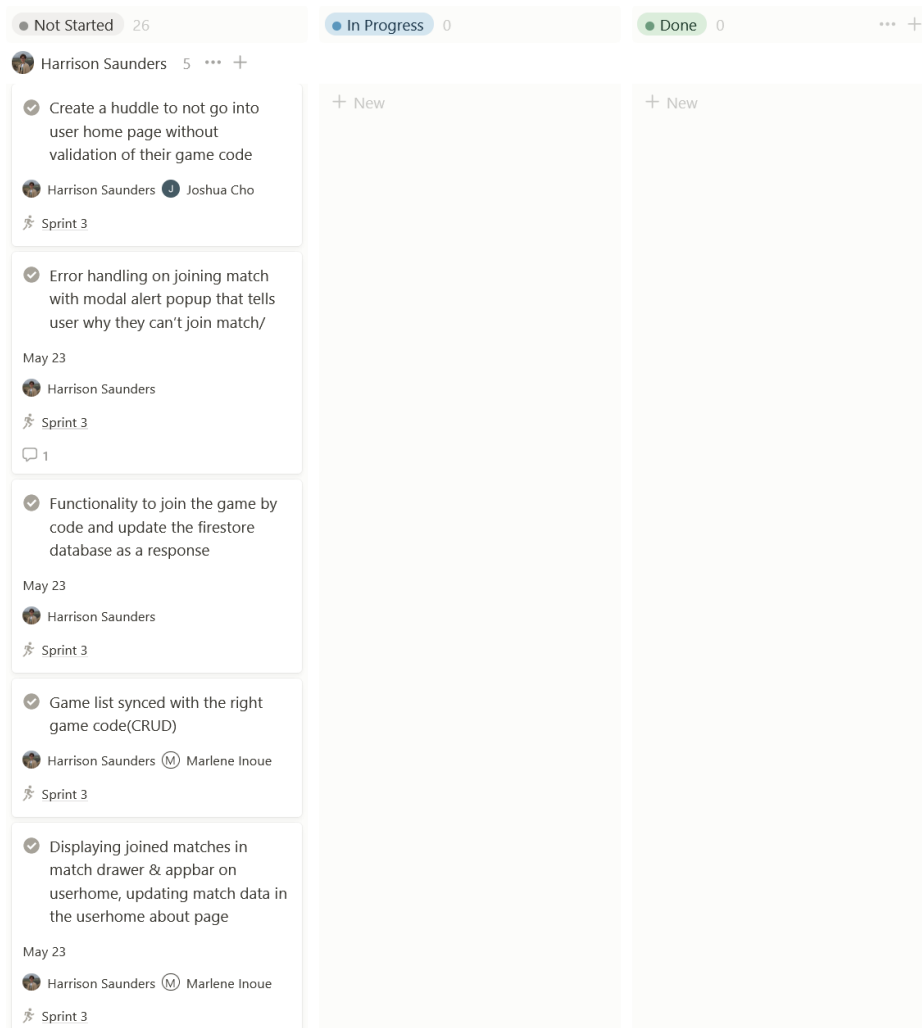
May 23

Cashton Holbert

Sprint 3

+ New

+ New



## Scrum times

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

## Product backlog:

- “I am a user, I want to access the leaderboard, so that I can see who’s in the match.” [5]
  - Display database content client-side.
  - Display users on leaderboard in order of their points.
  - Display players who are eliminated for that ‘round’ as they are grayed out
- Image of person
- Save last opened match
- Winning a game with finished game state
- 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