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)

  <u>Total hours:</u> 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)

  <u>Total hours:</u> 7 hours

Small Tasks:

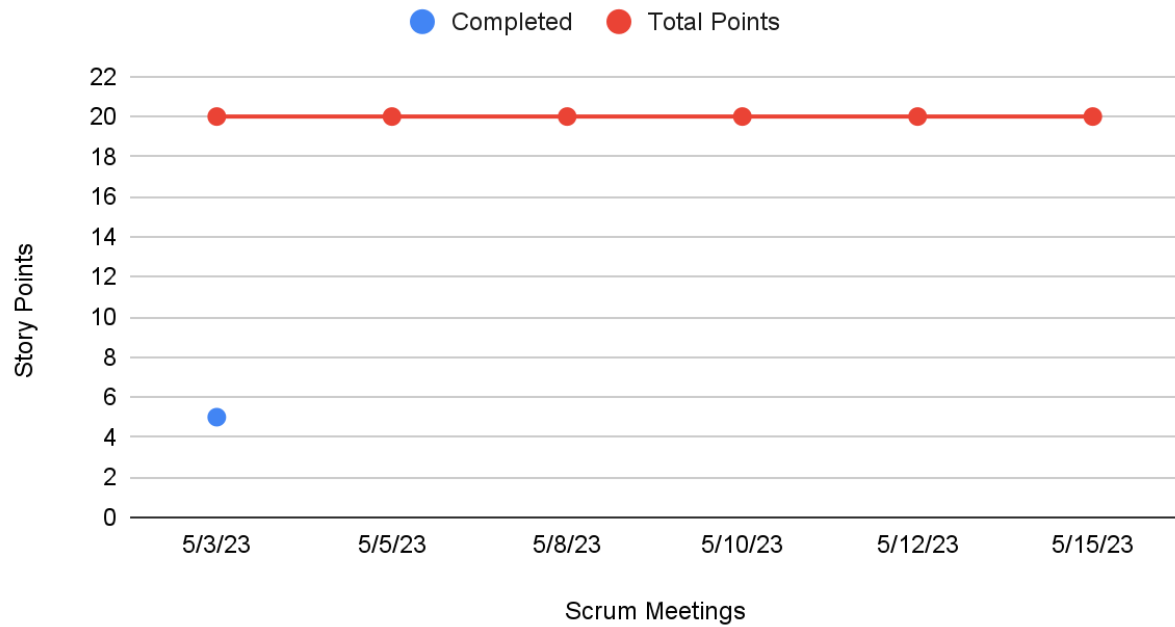   Cashton:

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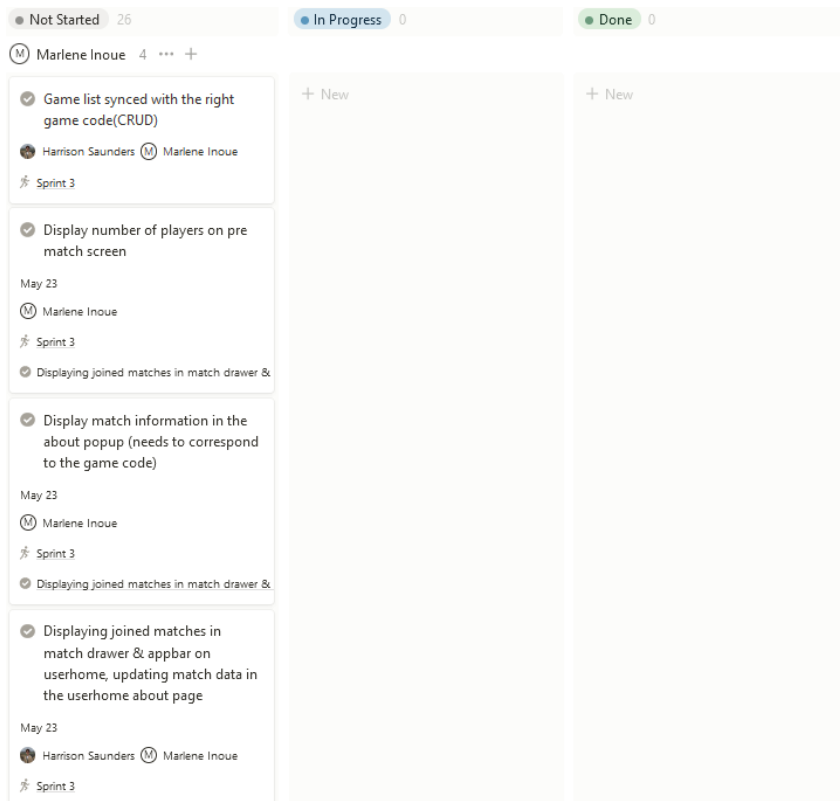 - Harrison, Aaron, Marlene

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

● Completed   ● Total Points

Story Points (y-axis): 0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22

Scrum Meetings (x-axis): 5/3/23, 5/5/23, 5/8/23, 5/10/23, 5/12/23, 5/15/23

Initial scrum board

● Not Started 26	● In Progress 0	● Done 0
Ⓜ Marlene Inoue 4 ··· +	+ New	+ New
⊘ Game list synced with the right game code(CRUD) 👤 Harrison Saunders Ⓜ Marlene Inoue 🏃 Sprint 3		
⊘ Display number of players on pre match screen May 23 Ⓜ Marlene Inoue 🏃 Sprint 3 ⊘ Displaying joined matches in match drawer &		
⊘ Display match information in the about popup (needs to correspond to the game code) May 23 Ⓜ Marlene Inoue 🏃 Sprint 3 ⊘ Displaying joined matches in match drawer &		
⊘ Displaying joined matches in match drawer & appbar on userhome, updating match data in the userhome about page May 23 👤 Harrison Saunders Ⓜ Marlene Inoue 🏃 Sprint 3		

● Not Started 26	● In Progress 0	● Done 0

Not Started — 👤 Joshua Cho 10 ⋯ +

✓ Leader board synced
Ⓒ Cashton Holbert
Ⓐ Aaron Brunckhurst-Fust ⒿJoshua 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 Saunders Ⓙ Joshua Cho
🏃 Sprint 3

✓ pop up for elimination notification when someone got eliminated
Ⓙ Joshua Cho
🏃 Sprint 3

✓ Assign targets upon game start
May 23
Ⓒ Cashton Holbert Ⓙ Joshua 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

In Progress — + New

Done — + New

● Not Started 26	● In Progress 0	● Done 0

A Aaron Brunckhurst-Fust 4 ··· +

✓ Leader board synced ✎ ···

© Cashton Holbert
A Aaron Brunckhurst-Fust
J Joshua Cho

🏃 Sprint 3

💬 2

✓ Login Page successfully working

© 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 Started 26

✓ Leader board synced
© Cashton Holbert
🅐 Aaron Brunckhurst-Fust 🅙 Joshua 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 Brunckhurst-Fust
🕴 Sprint 3

✓ Assign targets upon game start
May 23
© Cashton Holbert 🅙 Joshua Cho
🕴 Sprint 3

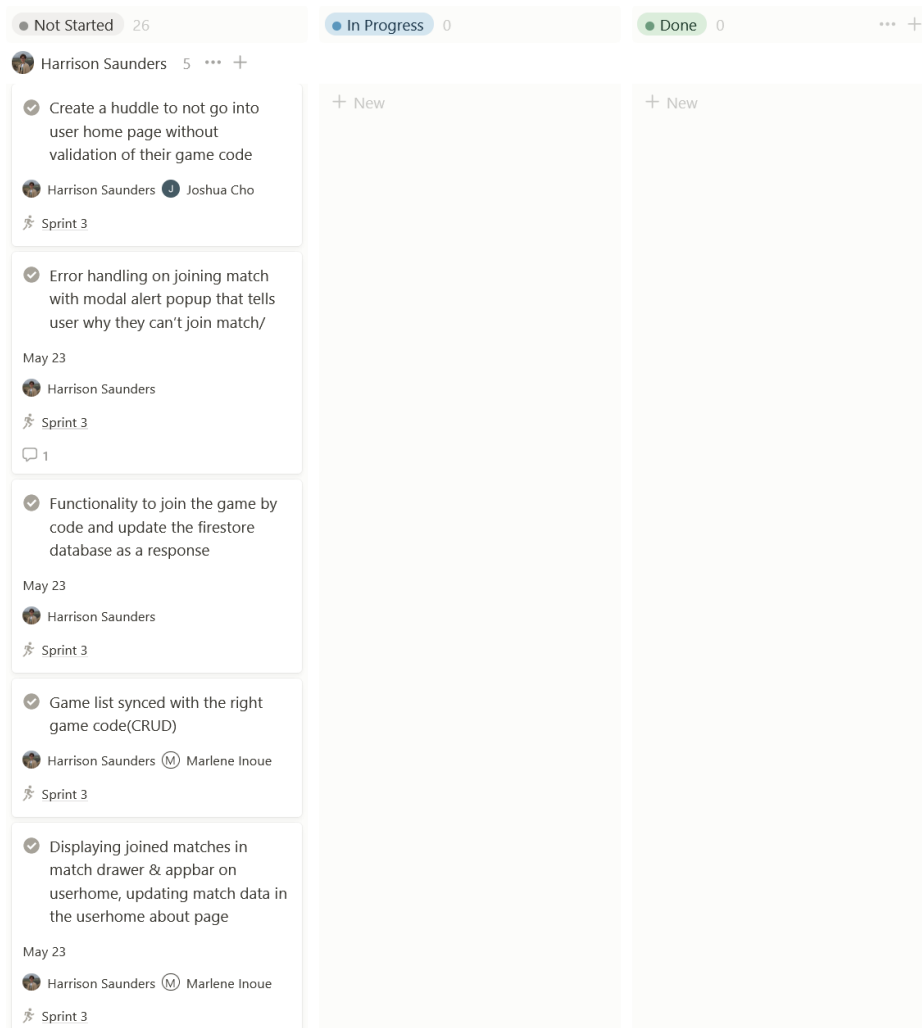### ✓ Gets a new target after eliminating current target
May 23
© Cashton Holbert
🕴 Sprint 3

In Progress 0
+ New

Done 0
+ New

Harrison Saunders 5 ··· +

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

Harrison Saunders J Joshua Cho

🏃 Sprint 3

✓ Error handling on joining match with modal alert popup that tells user why they can't join match/

May 23

Harrison Saunders

🏃 Sprint 3

💬 1

✓ Functionality to join the game by code and update the firestore database as a response

May 23

Harrison Saunders

🏃 Sprint 3

✓ Game list synced with the right game code(CRUD)

Harrison Saunders M Marlene Inoue

🏃 Sprint 3

✓ Displaying joined matches in match drawer & appbar on userhome, updating match data in the userhome about page

May 23

Harrison Saunders M Marlene Inoue

🏃 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