Web Programming Project 2 – Jeopardy Game Scrum Template

Group Members: Linh Ngo, Brandon Dwyer, and Anwar Ahmed Yusuf

Leader: Linh Ngo

Meeting: 03/11/22

Main Tasks to Accomplish:

1. Create Skeleton
2. Get Questions for game
3. Create basis for login/signup/registration
4. Scheduling for task assignment
5. Use cookies to store user sessions
6. Create Leaderboard for game
7. Create Collaborative GitHub for version control
8. Integrate user login/signup/registration with game pages

Meeting: 03/14/22

Main Tasks Accomplished:

1. Create Skeleton
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Meeting: 03/16/22

Main Tasks Accomplished:

1. Refactored code
2. Implemented new game logic to query questions with PHP
3. Formatted questions to be able to display to user
4. Implemented CSS designs for overall web application
5. Implemented new system to handle storing user Login/Sign-Up with txt files
6. New tasks assigned on completion of project

Meeting: 03/20/22

Main Tasks Accomplished:

1. Assigned last tasks to complete project
2. Implemented score system
3. Implemented leader board logic
4. Implemented Log out function
5. Assign presentation tasks for overall project

Sprint 1 - Minimum Viable Product

Goals:

1. Create a working integrated product with login/registration/sign-in and game board/leaderboards page
2. Create the base game board with questions
3. Style game board with CSS
4. Integrate txt document questions with game board cells
5. Create question pages that will redirect game user to designated value question

Sprint 1 – Polish

Goals:

1. Create leader board and integrate with cookies
2. Ensure form processing is accurate with user sessions
3. Ensure upload to CODD server is seamless and free of complications and bugs
4. Clean up version control directories with multiple question pages
5. Add in audio and any extra features to enhance the user experience