

Team 5 Sprint 1 Planning Document Bowling Statistics Tracker

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CS307

1 Sprint Overview (0.5 point)

For our initial sprint, we plan to focus on getting the base systems of our project up and running. By the end of this sprint, a user should be able to login to the app, view their own statistics and compare their statistics to those of other players. Coaches will be able to edit statistics of the players. Additionally, we will add the ability for a user to reset their password. We will implement the database, server and basic structure of the app with a basic UI.

Scrum Master: James Smagacz

Meeting Plan: Tuesdays 6-8pm, Wednesday 6-8pm, Weekends 2-5pm

Risks and Challenges: The main challenge of this sprint is to set up the initial system to which we will add more features in later sprints. A delay in development of the core features could put us at a significant disadvantage in the subsequent sprints. The group is also inexperienced with networking and it will be a challenge for the group to get the server interacting with the client. The group has had minimal experience with Android development before, and will need to be brought up to speed with it as the sprint begins.

2 Current Sprint Detail (4.0 points)

- (a) List all user stories to be implemented in this sprint.
- (b) Add multiple well-defined, self-contained tasks for each user story that you listed.
- (c) Ensure to include “testing” or “unit tests” task for each appropriate user story.
- (d) Add a description for each task, and clearly state which team member is assigned to the task and its workload estimation (in work hours - make sure to distribute the total workload evenly among team members!). Task description should be clear.
- (e) Add THREE or more detailed acceptance criteria which defines the set of conditions or statements in order for a user story to be accepted. Using “Given (some precondition) When (I do some action) Then (I expect some result).” format is strongly recommended. Typical number of successful, good acceptance criteria is about five.

User Story 1: As a player, I would like to be able to login to the application with a username and password.

#	Description	ETA	Owner
1	Setup back-end server	6 hours	Brandon
2	Setup database	3 hours	Jimmy
3	Implement functionality for account creation on back-end	6 hours	Jimmy
4	Implement ability to create generic user accounts within application	4 hours	Hunter
5	Implement ability to create coach accounts within application	2 hours	Brandon
6	Implement password verification from database	4 hours	Brandon
7	Implement ability to login with a username and password within the application	4 hours	Jimmy

Acceptance Criteria:

1. Given that the database to store created users is created successfully, when a user attempts to login then the password given by the user will be compared with the password for the given username in the database and if either the username isn't in the database or the password doesn't match, access to the account will be denied.
2. Given that the ability to create coach accounts is successfully implemented, when a user attempts to create an account then upon account creation they will be prompted to enter a code to give their account coach privileges.
3. Given that the ability to create generic accounts is successfully implemented, when a user tries to create a new account then the account will be added to the database given that the username/email is not already taken.

User Story 2: As a player, I would like to be able to look up my overall statistics from past tournaments.

#	Description	ETA	Owner
1	Implement module to display statistics	8 hours	Aaron A
2	Implement ability to break up scores by event	3 hours	Jimmy
3	Implement link from main activity to statistics module	2 hours	Aaron A
4	Implement activity bar that will eventually be used to reach all different modules	4 hours	Aaron A
5	Implement buttons on activity bar to link to statistics activity and main activity (announcements)	2 hours	Aaron A

Acceptance Criteria:

1. Given that the statistics module has been successfully implemented, when the user loads the statistics module then a request will be sent to the database to get the players statistics and they will be loaded to the page.
2. Given that the statistics module has been successfully implemented, when a user selects to view their statistics then they will be taken to a page where their statistics are presented in an eloquent and readable way.
3. Given that the statistics have a way to be differentiated based on which event they represent, when a user chooses to view statistics by event then the user will be allowed to select a specific event from the list of events they have scores from and view their statistics for that event.

User Story 3: As a player, I would like to be able to reset my password through the app.

#	Description	ETA	Owner
1	Implement module to reset password	5 hours	Aaron N
2	Implement a feature that sends an email with instructions to reset the password	2 hours	Aaron N
3	Reset the password to a random string of characters of length 8	4 hours	Aaron A
4	Implement a page requiring the user to change his password	3 hours	Aaron N

	after a reset		
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Acceptance Criteria:

1. Given that the password reset module has been implemented successfully, the user will be able to request a password reset on the login screen.
2. Given that the password reset module has been implemented successfully, when the user requests a password reset, an email containing a string of random characters will be sent to the user's email address, and the user's account's password will be changed to this screen.
3. Given that the password reset module has been implemented successfully, when the user logs in with this random password, they will be required to change their password.

User Story 4: As a player, I would like to be able to compare my own statistics with another player's.

#	Description	ETA	Owner
1	Implement search feature by username/email/name	3 hours	Aaron N
2	Implement page that displays the search results	2 hours	Aaron N
3	Implement page where more than one player's statistics can be displayed concurrently	4 hours	Jimmy

Acceptance Criteria:

1. Given that the search functionality has been implemented successfully, when a user types a username/email/name to search then a request will be sent to the database to find that player and return their statistics (if they exist in the database, otherwise it will inform the user that the player can not be found).
2. Given that the search functionality has been implemented successfully, when a user searches another player then that player's statistics will be displayed in the same way the user would view their own statistics.
3. Given that a new activity has been designed to display more than one player's statistics, when a user searches another player to view their statistics then they will have an option to compare that other player's statistics with their own and they will be displayed simultaneously.

User Story 5: As a player, I would like to be able to see a ranked list of all players for each statistic.

#	Description	ETA	Owner
1	Implement a page where players can view a ranked list of all other players	5 hours	Aaron N
2	Implement the ability to choose which statistic to view	2 hours	Hunter
3	Implement the ability to change which statistic is being viewed at anytime	2 hour	Hunter
4	Implement the ability to sort the rankings from best to worst and from worst to best	2 hours	Hunter
5	Implement a feature that displays the statistic adjacent to each player in the ranking list	3 hours	Hunter

Acceptance Criteria:

1. Given that the rankings page has been implemented correctly, the page should display a ranking of all players for a specific statistic in an ordered list.
2. Given that the ranking page has been implemented correctly, the user should be able to choose from a list of predetermined statistics to view.
3. Given that the ranking page has been implemented correctly, the user should be able to sort the list from best to worst and from worst to best.
4. Given that the ranking page has been implemented correctly, the user should be able to return to the previous page when requested.

User Story 6: As a coach, I would like to be able to edit the statistics of players on my teams.

#	Description	ETA	Owner
1	Implement a feature when loading a player profile allowing coaches to make changes	2 hours	Brandon
2	Hide this edit feature when players access player profiles, and enable this feature when coaches access player profiles	2 hours	Brandon
3	Implement an edit button next to each bowling game and on the statistics page for each player	4 hours	Brandon

4	When a coach clicks an edit button, launch a pop up text box that allows the coach to make changes	3 hours	Hunter
5	When a coach finishes typing his changes and hits the accept button, the changes are made to the players stats	2 hours	Hunter
6	When a coach hits the cancel button, the changes are disregarded and no change is made to the players stats	2 hours	Hunter

Acceptance Criteria:

1. Given that statistic edits are implemented correctly, an edit button should be visible next to each bowling game and on the statistics page for each user, but should be hidden to players. This will allow coaches to initiate an edit.
2. Given that statistic edits are implemented correctly, clicking the edit button should launch a pop up text box, allowing the coach to make changes to the player's game or stats.
3. Given that the statistic edits are implemented correctly, there should be an accept button and a cancel button on the pop up text box, allowing coaches to save or disregard their changes.
4. Given that the statistic edits are implemented correctly, when the coach accepts the changes, these changes will be made to the player's list of statistics, which will be visible to all other players and coaches.

3 Backlog (0.2 points)

1. As a player, I would like to be able to create an account from within the application.
2. **As a player, I would like to be able to login to the application with a username and password.**
3. **As a player, I would like to be able to reset my password through the app.**
4. **As a player, I would like to be able to look up my overall stats from past tournaments.**
5. As a player, I would like to be able to see upcoming events that I am scheduled to be in within a calendar interface.

6. As a player, I would like to be notified through a notification about upcoming events I am scheduled for.
7. As a player, I would like to be able to update my scores during a live tournament.
8. As a player, I would like to be able to automatically add my tournament scores to my overall statistics.
- 9. As a player, I would like to be able to compare my own statistics with another player's.**
10. As a player, I would like to be able to request to join/drop a particular event.
11. As a player, I would like to be able to request to join/drop particular player groups.
- 12. As a player, I would like to be able to see a ranked list of all players for each statistic.**
13. As a coach, I would like to be able to message individual players as well as all players at once within a chat-like interface.
14. As a coach, I would like to be able to schedule upcoming practices and tournaments through a calendar interface.
15. As a coach, I would like to be able to add/remove players directly from the application.
16. As a coach, I would like to estimate my team's future performance based on past data.
17. As a coach, I would like to be able to add players to separate groups.
18. As a coach, I would like to see individual groups' aggregated statistics.
19. As a coach, I would like to be able to push reminders as notifications to my players about upcoming events on the calendar.
20. As a coach, I would like to be able to push announcements to my players.

21. As a coach, I would like to be able to edit the statistics of players on my teams.

22. As a coach, I would like to be able to see a ranking of groups based on each statistic.

23. As a coach, I would like to be able to enter scores in the baker format and have individual statistics retained.

24. As a coach, I would like to be able to confirm when live tournaments have begun/ended, automatically storing the statistics from said tournament.

25. As a coach, I would like to be able to allow certain players to edit a group's statistics.

26. As a coach, I would like to be able to merge groups together to get the overall statistics of the new group.

27. As a coach, I would like to be able to restrict if players can freely edit their own statistics without permission.

28. (If time allows) As a player, I would like to receive email reminders of upcoming events.

29. (If time allows) As a player, I would like to see graphs of my performance over time.

- Every user should have a username and password that grants them access.
- Only coaches should have the ability to create/cancel new events and begin live tournaments.
- Live tournaments will be able to be manipulated by several players concurrently to simultaneously update (only) their own scores.
- The client application must run on Android.
- The interface of the client application must be simple enough for the average user to easily navigate through it.

