	Sprint		Task		Task description		Type		Priority		Developer	Hours Estimate	Real Hours		Progress
	Sprint 1 (1-7 June)		Change Architecture to Service Oriented		Change the architecture from microservices to service oriented		Whole Team		High		All	3			Done
	Sprint 1 (1-7 June)		Discuss ELO Algorithm		Team to dicuss the ELO Algorithm and implementation of it. https://www. geeksforgeeks.org/elo-rating-algorithm/		Whole Team		High		All	1	1		Done
	Sprint 1 (1-7 June)		Swap over to tRPC		Start implementing the tRPC app		Whole Team		High		All	12			Dropping
	Sprint 1 (1-7 June)		Wrap up Figma designs		Create all layout designs for the frontend and the coloured designs.		Frontend		High		Saskia	8	9		Done
	Sprint 1 (1-7 June)		Figure out hosting		Speak to Ashley about hosting and URLs		Whole Team		Low		All	1	1		Done
	Sprint 1 (1-7 June)		Revisit documentation		Comb through documentation and ensure that everything is up to date.		Documenation		Low		Saskia, Monica	3			Done
	Sprint 1 (1-7 June)		Discuss new development style		Each team member to create a feature from scratch, from backend to frontend.		Whole Team		Medium		All	12			Done
	Sprint 1 (1-7 June)		Integrate the frontend with the API		Ensure the API on the frontend works and that it is implemented.		Frontend		Medium		Saskia	8			Done
	Sprint 2 (8-14 June)		Complete API Calls on the frontend		Complete the API calls on the frontend		Frontend		High		Monica, Saskia	8			Done
	Sprint 2 (8-14 June)		Global state management		Ensure that global elements are created to store data retrieved from the database.		Frontend		High		Saskia	8			Done
	Sprint 2 (8-14 June)		Awards and achievements		Discuss the awards and achievements that a user can gather.		Whole Team		Medium		All	1			Dropping
	Sprint 2 (8-14 June)		Fine tune ELO Algorithm		Complete the ELO Algorithm and fine tune where needed.		Backend		Medium		Backend Team	8			Dropping
	Sprint 2 (8-14 June)		Math keyboard (Backend)		Start implementing the calculator on the backend.		Backend		Medium		Tukelo	8			Done
	Sprint 2 (8-14 June)		Start implementing the ELO Algorithm		Intitial phases of the ELO algorithm.		Backend		Medium		Nigel, Ntokozo, Tukelo	5			Done
	Sprint 2 (8-14 June)		Tiers		What are the tiers a user can be in, and how are they determined?		Whole Team		Medium		All	1			Dropping
	Sprint 2 (8-14 June)		Wrap up all page templates		Ensure all of the page templates have been created for the frontend.		Frontend		Medium		Saskia	8			Done
	Sprint 3 (15-21 June)		Identify Use cases for demo 2		Discuss the use cases that need to be implemented for demo 2		Whole Team		High		All	1			Done
	Sprint 3 (15-21 June)		Testing		Set up tests for the backend system		Testing		High		Backend Team	12			Done
	Sprint 3 (15-21 June)		Testing		Ensure unit tests, integration tests, and end-to-end tests are completed		Testing		High		All	5			Done
	Sprint 3 (15-21 June)		Wrap up all templates		All templates for pages to be completed		Frontend		High		Saskia, Monica	8			Done
	Sprint 3 (15-21 June)		Wrap up ELO Algorithm		Fine tune ELO Algorithm where needed.		Backend		High		Backend Team	8			Done
	Sprint 3 (15-21 June)		Live updates		Implement live updates on the system so that matches can take place		Backend		Low		Nigel, Ntokozo, Tukelo	5			Done
	Sprint 3 (15-21 June)		Rooms		Create rooms where multiple people can join the frontend.		Backend		Low		Ntokozo, Tukelo, Nigel	5			Done

Sprint	Task	Task description	Type	Priority	Developer	Hours Estimate	Real Hours	Progress
Sprint 3 (15-21 June)	Testing	Create tests for the ELO algorithm.	Testing	Medium	Ntokozo, Tukelo	8		Done
Sprint 3 (15-21 June)	Math keyboard (Frontend)	Start implementing the calculator on the frontend.	Frontend	Medium	Saskia, Monica	8		Done
Sprint 3 (15-21 June)	View of seperate topics	Ensure database is as complete as necsarry for demo 2	Database	Medium	Ntokozo	5		Done
Sprint 3 (15-21 June)	API Endpoints for DB views	Any outstanding API Tasks to be completed	API	Medium	Tukelo	5		Done
Sprint 3 (15-21 June)	Create assets for app	All illustrations for the app to be completed.	Frontend	Medium	Saskia	24		Done
Sprint 3 (15-21 June)	Update documentation where needed	Comb through documentation and ensure that everything is up to date.	Documenation	Medium	All	5		Done
Sprint 3 (15-21 June)	Wrap up any backend tasks	Ensure all backend tasks are completed for demo 2	Backend	Medium	Nigel, Ntokozo, Tukelo	5		Done
Sprint 3 (15-21 June)	Wrap up any CI/CD tasks	Ensure CI/CD is 100%	Github	Medium	Nigel, Saskia	5		Done
Sprint 3 (15-21 June)	Wrap up frontend tasks	Do any outstanding frontend tasks	Frontend	Medium	Saskia, Monica	5		Done
Sprint 4 (22-26 June)	Create presentation	Create the presentation for demo day	Documenation	High	Saskia	5		Done
Sprint 4 (22-26 June)	Prep for the demo	Create speeches and prepare for the live demo	Whole Team	High	All	2		Done
Sprint 4 (22-26 June)	Record demo video	Record the demo vidoe	Whole Team	High	All	2		Done
Sprint 4 (22-26 June)	Submit	Submit for demo 2	Whole Team	High	Saskia	1		Done
Sprint 4 (22-26 June)	Add more data to the DB	Add more questions to the DB for the demo	Database	Low	Ntokozo, Saskia	1		Done

Sprint	Task	Task description	Type	Priority	Developer	Hours Estimate	Real Hours	Progress
Sprint 1 (1-8 July)	Move to tRPC	Change the current system to tRPC	Whole Team	High	All	12		Done
Sprint 1 (1-8 July)	Frontend tRPC	UI to change all components to typescript	Frontend	High	Saskia, Tukelo	12		Done
Sprint 1 (1-8 July)	API tRPC	API components to move to tRPC	API	High	Monica, Nigel	12		Done
Sprint 1 (1-8 July)	Database	Database to move to cloudflare	Database	High	Ntokozo	12		Done
Sprint 2 (9-15 July)	Discuss tiers	Team to dicuss the tiers for the app	Whole Team	Medium	All	1		Done
Sprint 2 (9-15 July)	Discuss awards	Team to discuss the awards that players can achieve	Whole Team	Medium	All	1		Done
Sprint 2 (9-15 July)	UI: forgot password	Implement the forgot password	Frontend	High	Saskia, Tukelo	5		Done
Sprint 2 (9-15 July)	UI: View password	Implement the view password	Frontend	High	Saskia, Tukelo	5		Done
Sprint 2 (9-15 July)	UI: change password	Implement the change password	Frontend	High	Saskia, Tukelo	5		Done
Sprint 2 (9-15 July)	Discuss wow-factors	Make a list of wow factors	Whole Team	Medium	All	1		Done
Sprint 2 (9-15 July)	Messaging queues	Create messaging queues for SOA system	Backend	Medium	Monica, Nigel	8		Dropping
Sprint 2 (9-15 July)	Fine tune ELO Algorithm	Fine tune and update the ELO algorithm	Backend	High	Ntokozo	12		Done
Sprint 3 (16-22 July)	Base assesment	Asses the players so that they can be placed in a tier/rank	Feature	Medium	Monica, Tukelo, Saskia	20		In progress
Sprint 3 (16-22 July)	API Endpoints in tRPC	Change the current endpoints to be in line with tRPC and make use of Cloudflare	Backend	High	Monica, Tukelo	18		Dropping
Sprint 3 (16-22 July)	See other player	See the starts of the other player before a match starts	Frontend	Medium	Monica, Saskia	4		Done
Sprint 3 (16-22 July)	Ranks	Implement the tiers, from backend all the way to UI	Feature	Medium	Monica	15		Done
Sprint 3 (16-22 July)	Avatar building	Implement the wow-factor of building an avatar. From backend all the way to UI	Feature	Medium	Saskia	15		Done
Sprint 3 (16-22 July)	Achievements	Implement the awards that a user can unlock, from backend all the way to UI	Feature	Medium	Tukelo	15		Done
Sprint 3 (16-22 July)	Push notifications	Implement push notifications, when which notification will be sent, from backend all the way to UI	Feature	Medium	Nigel	15		Done
Sprint 3 (16-22 July)	Match-making	Change how match-making will be done, from backend all the way to UI	Feature	Medium	Ntokozo	15		Dropping
Sprint 4 (23-29 July)	Add questions to db	Add more questions and levels on the DB	Database	Medium	Ntokozo	8		Done
Sprint 4 (23-29 July)	Streaks	Implement daily streaks, from backend all the way to UI	Feature	Medium	Tukelo	8		Dropping
Sprint 4 (23-29 July)	Lives	Implement the daily lives, from backend all the way to UI	Feature	Medium	Monica	8		Dropping
Sprint 4 (23-29 July)	Moving to next level	Levelling up to be implemented, from backend all the way to UI	Feature	Medium	Saskia	8		Done
Sprint 4 (23-29 July)	Caching	Caching data on user's device	Feature	Medium	Nigel	8		Done

Sprint	Task	Task description	Type	Priority	Developer	Hours Estimate	Real Hours	Progress
Sprint 4 (23-29 July)	Offline mode	Allow users to play offline	Feature	Low	Monica, Tukelo	8		Dropping
Sprint 4 (23-29 July)	PWA	Convert the app to PWA	Feature	High	Saskia, Ntokozo	8		Done
Sprint 5 (30-5 August)	Icons	Create icon pack for the app	Frontend	Low	Saskia	12		Dropping
Sprint 5 (30-5 August)	Animations	Create animations	Frontend	Low	Saskia	15		Dropping
Sprint 5 (30-5 August)	Add CD to CI/CD	Start with deployment plan	Github	Medium	Nigel	15		Done
Sprint 5 (30-5 August)	Host the app	Host the app on Vercel	Feature	Medium	Ntokozo, Monica	15		Done
Sprint 5 (30-5 August)	Unit testing	Unit testing with Cypress	Testing	High	Saskia, Tukelo	12		Done
Sprint 5 (30-5 August)	Integration and e2e testing	Integration and end-to-end testing with Cypress	Testing	High	Saskia, Monica	12		Done
Sprint 5 (30-5 August)	Create AI	Create an AI that can create its own questions, based on current questions in the database	Backend	Low	Nigel, Ntokozo, Tukelo	20		In progress
Sprint 6 (6-12 August)	Wrap up documentation	Ensure all documentation is up to date	Whole Team	High	All	20		In progress
Sprint 6 (6-12 August)	Fix any bugs	Fix any bugs that might still be present	Whole Team	High	All	20		In progress
Sprint 6 (6-12 August)	Start stress testing	See how well our app performs with multiple users	Whole Team	Medium	All	20		Dropping
Sprint 6 (6-12 August)	Start play testing	Playtest the system and take note of any and all suggestions that will be made	Whole Team	Low	All	20		Dropping
Sprint 7 (13-19 August)	Prep for demo	Dry runs to ensure that the demo works well	Whole Team	High	All	5		In progress
Sprint 7 (13-19 August)	Submit demo	Submit the demo on Clickup	Whole Team	High	Saskia	1		Todo
Sprint 7 (13-19 August)	Create demo slides	Create the slides that will be used in the demo	Documenation	High	Saskia, Nigel	5		Todo

Sprint	Task	Task description	Type	Priority	Developer	# Estimate Hours	Progress
Sprint 1 (26 Aug - 1 Sept)	End-Screen bug	Multiplayer end-screen bug that sometimes displays the wrong endscreen.	Bug	High	Ntokozo, Saskia	5	Done
Sprint 1 (26 Aug - 1 Sept)	Achievements pop up	Achievements only popup when the user unlocks them	Bug	Medium	Tukelo, Saskia	5	Done
Sprint 1 (26 Aug - 1 Sept)	Disable buttons after being clicked once	Buttons should be disables when clicked once.	Bug	Medium	Saskia, Tukelo	5	Done
Sprint 1 (26 Aug - 1 Sept)	Baseline assessment	Last question should immediately redirect to end-screen.	Bug	High	Monica, Saskia	5	Done
Sprint 1 (26 Aug - 1 Sept)	Testing performance etc.	Implement bots on the repo.	Github	Medium	Nigel	5	Done
Sprint 1 (26 Aug - 1 Sept)	PWA	Bro fix that shit	Bug	High	Saskia	5	Done
Sprint 2 (2-8 Sept)	Show ELO on end-screens	Show the ELO rating of a user after completing a match (single or multiplayer)	Feature	Medium	Ntokozo	5	Done
Sprint 2 (2-8 Sept)	Start setup for classroom wars	Start researching what is needed for the classroom wars.	Feature	Medium	Nigel	5	Done
Sprint 2 (2-8 Sept)	Avatar unlockables	Add the unlockables for the avatars	Feature	Medium	Saskia, Tukelo	5	Done
Sprint 2 (2-8 Sept)	AI Assistance & Adaptive Learning	Questions made by the AI	Feature	High	Nigel	5	Done
Sprint 2 (2-8 Sept)	Are you sure prompt	Are you sure you want to do a [topic] practice session? > Start session	Feature	High	Tukelo, Saskia	5	Done
Sprint 2 (2-8 Sept)	Take baseline assessment at any time	Allow users to click no on the baseline assessment, and move it to their profile so they can take it later.	Feature	High	Monica	12	Done
Sprint 2 (2-8 Sept)	Match making	Start using the ELO algorithm for match making.	Feature	Medium	Ntokozo	48	Done
Sprint 3 (9-15 Sept)	Add xp gain to practice	Add xp gain to the practice	Feature	Medium	Tukelo, Saskia	5	Done
Sprint 3 (9-15 Sept)	Screen when users level up	When users level up or down there needs to be a screen indicating that they leveled up or down	Feature	High	Tukelo, Saskia	5	Done
Sprint 3 (9-15 Sept)	SEO	SEO so that the website shows up on the first page of a Google search	Feature	Low	Monica	5	Done
Sprint 3 (9-15 Sept)	Analytics and feedback	Dashboard for users to see their stats	Feature	High	Ntokozo	20	Done
Sprint 3 (9-15 Sept)	Classroom wars	Implementation of the classroom wars	Feature	Medium	Nigel, Saskia	20	Done
Sprint 3 (9-15 Sept)	Offline mode	So that players can play ELO-Learning offline	Feature	Low	Tukelo, Monica	20	Dropping
Sprint 3 (9-15 Sept)	Icons	Custom icons for the application	Feature	Low	Saskia	20	Dropping
Sprint 3 (9-15 Sept)	Animations	Add animations to end-screens, level ups, and homescreen	Feature	Low	Saskia	20	Dropping
Sprint 4 (16-22 Sept)	Classroom wars	Social and peer challenges and Location-Based Rankings	Feature	Medium	Saskia	20	Done
Sprint 4 (16-22 Sept)	Community & Social Learning	Allow users to create communities	Feature	Medium	Saskia, Nigel, Tukelo	20	Done

Sprint	Task	Task description	Type	Priority	Developer	# Estimate Hours	Progress
Sprint 4 (16-22 Sept)	Analytics and feedback	Continue working on Analytics and feedback	Feature	Medium	Ntokozo	20	Done
Sprint 4 (16-22 Sept)	Streaks	Implement daily streaks, from backend all the way to UI	Feature	High	Tukelo	12	Done
Sprint 4 (16-22 Sept)	Lives	Implement the daily lives, from backend all the way to UI	Feature	Low	Monica	12	Dropping
Sprint 5 (23-28 Sept)	User testing	Start testing the application with more users. This includes stress testing and accuracy testing	Testing	High	All	24	Dropping
Sprint 5 (23-28 Sept)	Dry run with Ashley	Do a dry run of demo 4 with Ashley	Whole Team	High	All	2	Todo
Sprint 5 (23-28 Sept)	Dry run with Oliver	Do a dry run of demo 4 with Oliver	Whole Team	High	All	2	Done
Sprint 5 (23-28 Sept)	Double check documentation	Check that documentation is on par. All documents to be on repo, no more external links.	Documenation	Medium	All	5	Todo
Sprint 5 (23-28 Sept)	Demo 4 Slides	Make the slides for demo 4	Whole Team	Medium	All	5	In progress
Sprint 5 (23-28 Sept)	Submit demo	Submit the demo 4 on clickup	Whole Team	High	All	1	Todo