# Sprint 3

## Sprint 3 Goal:

* Sprintable: Completing all tasks before the sprint is completed. Also doing preliminary research prior to sprint starting.
* ~~Create a Record Task completion feature and a way for the player to view the task that they have competed. Additionally, to better understand SCRUM methodology.~~
* Create a points system for each task. Additionally, gain a better understanding of SCRUM methodology.

## Player Record Task Completed: SCRUM1-12

### User Story: SCRUM1-85

1. As a player, I want to see that I have completed one of the tasks in the hunt so I can get credit
2. I sign onto the hunt
3. I see my first task of going to Nick’s Hall
4. I hit I am here and I’m awarded 15 hp (hunt points)
5. I see my second task, (scan a QR code)
6. After I scan it, I am awarded 25 hp (hunt points)
7. I did not want to scan another QR code, so I enter the text below the QR code
8. I am awarded 25 hp (hunt points)
9. I want to see how many points I have obtained so I navigate to the view hunt points page
10. I can see how many points I was awarded per task

### Task:

SCRUM1-87: Create display hunt points that shows total points in sidebar

~~SCRUM1-88: Create a button that links to the view hunt points page from the hunt page~~

SCRUM1-89: Design a points system per task:

* QR code = 25 points
* Location = 15 points
* QR Code Text = 25 points
* Multiple Choice = 10 points
* Trivia = 10 points
* Assigning point values to each tasks

SCRUM1-100: Generate QR Code Text

SCRUM1-91: A method that asks the user to enable their camera and enable location services.

~~SCRUM1-90: A user friendly error message that returns a prompt stating unable to validate if the user cannot connect to the server~~

### Acceptance Criteria: SCRUM1-101

SCRUM1- 87: Shows the hunt points on the sidebar

~~SCRUM1-88: A working button that links the view hunt points page to the hunt page~~

SCRUM1-100: A short string that can be entered instead of scanning the QR Code.

SCRUM1-89: A system that shows how many points are given per task type

~~SCRUM1-90: A pop up that tells the user they are not connected to the server~~

SCRUM1-91: A prompt that asks the player to enable camera and location services.

## Task Completed: SCRUM1-92

### User story: SCRUM1-93

1. As a player, I want to see how many tasks I have completed in the hunt
2. I navigate to the view task list from the task page
3. All tasks in the hunt are displayed with unfinished tasks first followed by finished tasks
4. I pick the top tasks and start it next

### Task:

SCRUM1-97: Create a way that stores if the task has been completed or not in the server

SCRUM1-95: Create a view tasks list page that the unfinished tasks first followed by finished tasks second

SCRUM1-96: Create a button that links the tasks list page to the hunt’s page

### Acceptance Criteria: SCRUM1-94

SCRUM1-97: Must be able to mark a task as complete, log out, and log back into the hunt. Then, the task must still be completed.

SCRUM1-95: A visually appealing page that shows all tasks in a list

* 1. Unfinished task(s) are shown at the top of the list
  2. Finished tasks are shown below

SCRUM1-96: A working button that takes me to the view task list page