Release Summary

Product Name: Callout Demon

Team Name: Callout Demon

Date: 6/04/24

Key UserStories:

As a user, I want to be able to choose what map I'm currently training my callouts for using a list and button to confirm a switch between maps. The map is displayed as a circle in the middle of the application. So I can practice callouts.

As a user practicing callouts, I want a callout name to be displayed under the map, so that I can guess the callout location on a map by clicking that location.

As a user practicing callouts, I want to be able to add new callouts and edit existing callouts, so that I can practice custom callout names and locations I use with a team.

As a user practicing callouts, I want the option to be able to guess callouts using voice commands instead of clicking the map, so it is more like when playing the game.

As a user practicing callouts, I want another option to see an image/video of a player location under the map, so that I can guess the callout location.

As a user, I want to be able to practice callouts on a website and save my callouts on the website.

Known Problems:

1. Customize the Google Speech-To-Text API so that it searches for prioritized callout names.

2. The structure of the code in main.js needs to be refactored and encapsulation needs to be improved.

3. The maps Icebox, Split, Breeze, and Sunset are not yet implemented.

4. Vocal gamemode not working on the web.

Product Backlog:

1. Infrastructure: Readability of the main javascript file is poor. Encapsulate the code in the file based on the different types of interactions. E.g. file for modifying the map, for modifying game mode options.

2. As a user, I would like to be able to see my in-game stats for a specific map or weapon, so that I can know if I'm getting better.

3. As a user, I want to be able to see specifically what areas a callout covers, so that I can tell callouts apart easier.

4. As a user playing valorant, I want the map to be automatically chosen based on the map currently being played, so that I can reference callouts during a match easily.

5. As a user playing valorant, I want a hotkey so I can bring the application in and out of focus, so that I can quickly get the overlay off my screen when It is in the way.