

## Sprint 2 Plan

Product Name: Callout Demon

Completion Date: 5/7/24

Revision Number: 1

Revision Date: 4/24/24

Goal: The main goal is to create the basic functionality of the application and to improve the user experience by bettering the UI design.

User Story 1:

{3} - 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. [8]

Task 1 - Create a button that starts/end the game loop, random callout on a map displayed then user guesses. (1hr)

Task 2 - Translate a click on the form/page into the location clicked on the map. We need to check that the correct callout location was clicked using that location. (3hr)

Total for user story 1: 4 hours

User Story 2:

{4} - 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. [5]

Task 1 - Create a new overlay form that displays the currently selected map. (1hr)

Task 2 - Get keyboard input so we can set a binding for the hotkey. The hotkey should close the main window and open the overlay.. (1hr)

Task 3 - Add ability to change overlay map size in settings. (1hr)

Task 4 - Add ability to change hotkey binding in settings. (1hr)

Total for user story 2: 4 hours

User Story 3:

{6} - 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. [8]

Task 1 - Create a edit button so it displays labeled map having the ability to customize names (2hr)

Task 2 - Having an option to add custom callouts, with the ability to change the map to the user's desire. (4hr)

Total for user story 3: 6 hours

User Story 4:

{7} - As a user of the application, I want the interface to have a visually appealing design and a consistent color palette, so that I can enjoy a more aesthetically pleasing and cohesive user experience. [3]

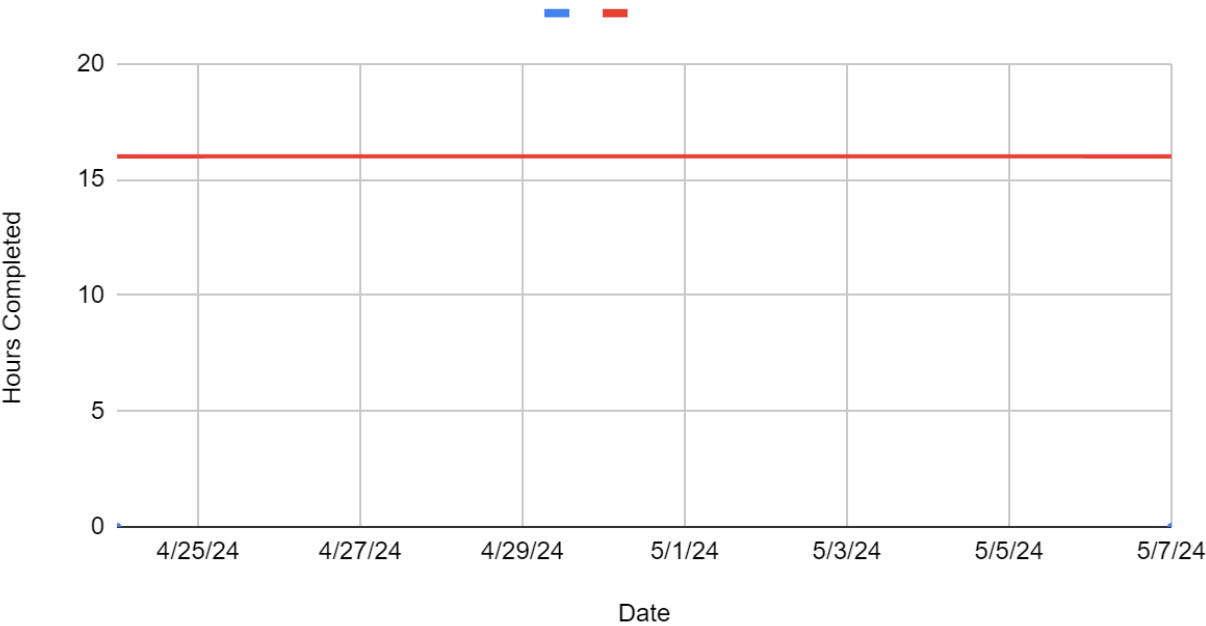
Task 1 - Research color palette and apply to UI components to improve UI design. (1hr)

Task 2 - Improve UI layout to better usability. (1hr)

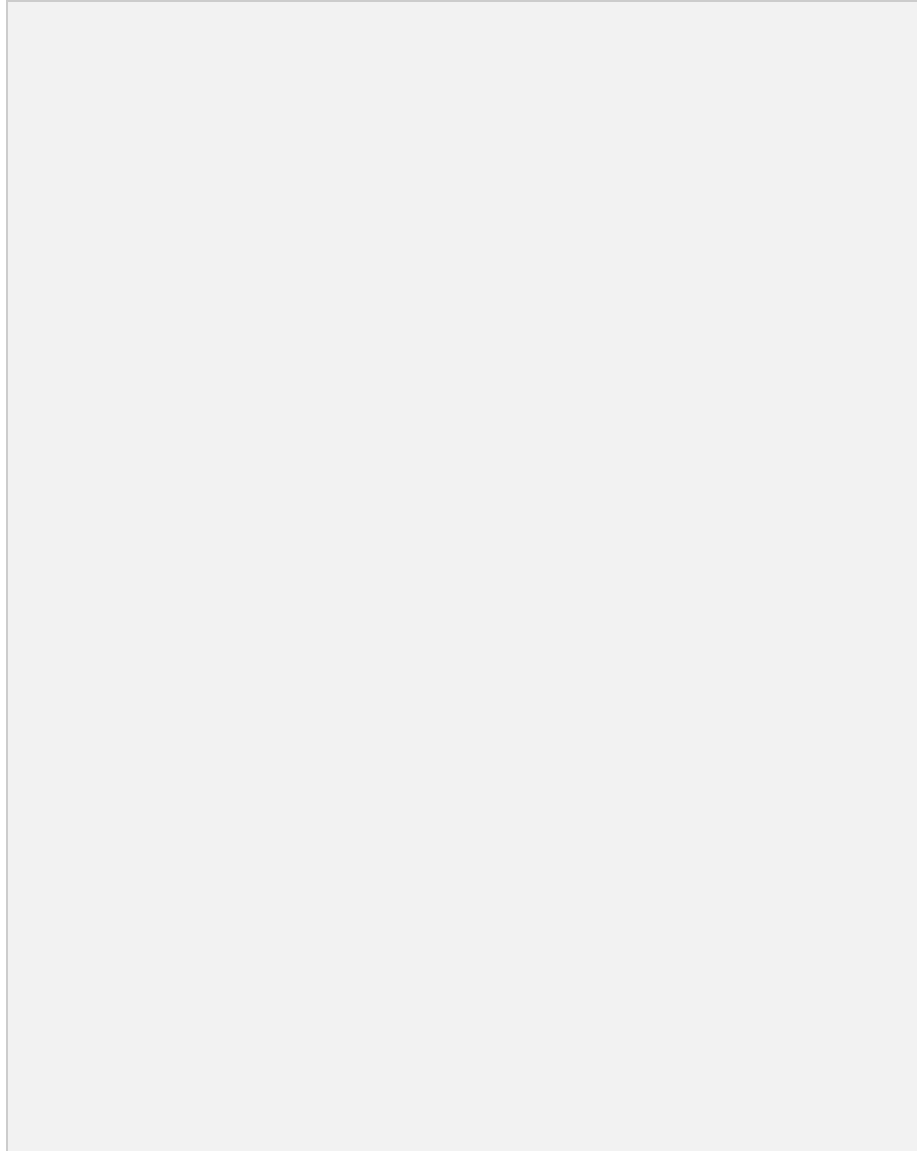
Total for user story 4: 2 hours

Initial Burnup Chart:

Sprint 2 Burn-up Chart



Initial Scrum Board:



Scrum Times:

Monday - 8pm

Wednesday - 11am with TA

Saturday - 8pm