Sprint 4 Plan

Product Name: Callout Demon

Completion Date: 5/7/24

Revision Number: 1

Revision Date: 5/23/24

Goal:

User Story 1:

{7} - As a user, I want to be able to sign in to the website.

      Task 1: Let the user make an account using google. (2hr)

      DOD: Button that when pressed brings up google sso popup.

User Story 2:

{8} - As a user, I want to be able to save my callouts on the website

      Task 1: Set up sql database. (2hr)

      Task 2: Write code to hand writes to the database. (2hr)

      Task 3: Write code to handle reads from the database. (2hr)

      DOD: Cloud database that can be used for storage.

            Map callout data is retrieved from the database.

            Button that when clicked saves data to the cloud database.

User Story 3:

{9} - As a user, I want to have clear feedback when I'm struggling with the click gamemode and adding callouts.

      Task 1: Create a drag box when adding new callouts to improve UI responsiveness. (1 hr)

Task 2: Create a mechanism to inform the user of correct callout location after repeat failed attempts in click gamemode. (2 hr)

DOD: While dragging to select a callout area the user can see a rectangle that shows what area on the map they have dragged over.
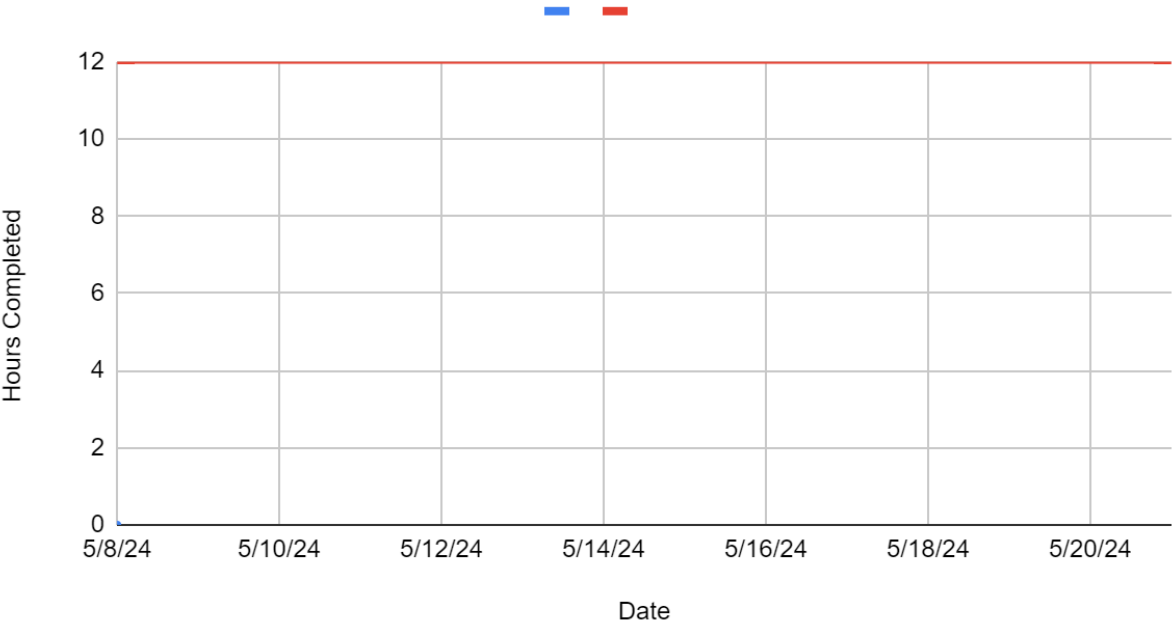
After 3 wrong guesses on click gamemode the correct location is displayed
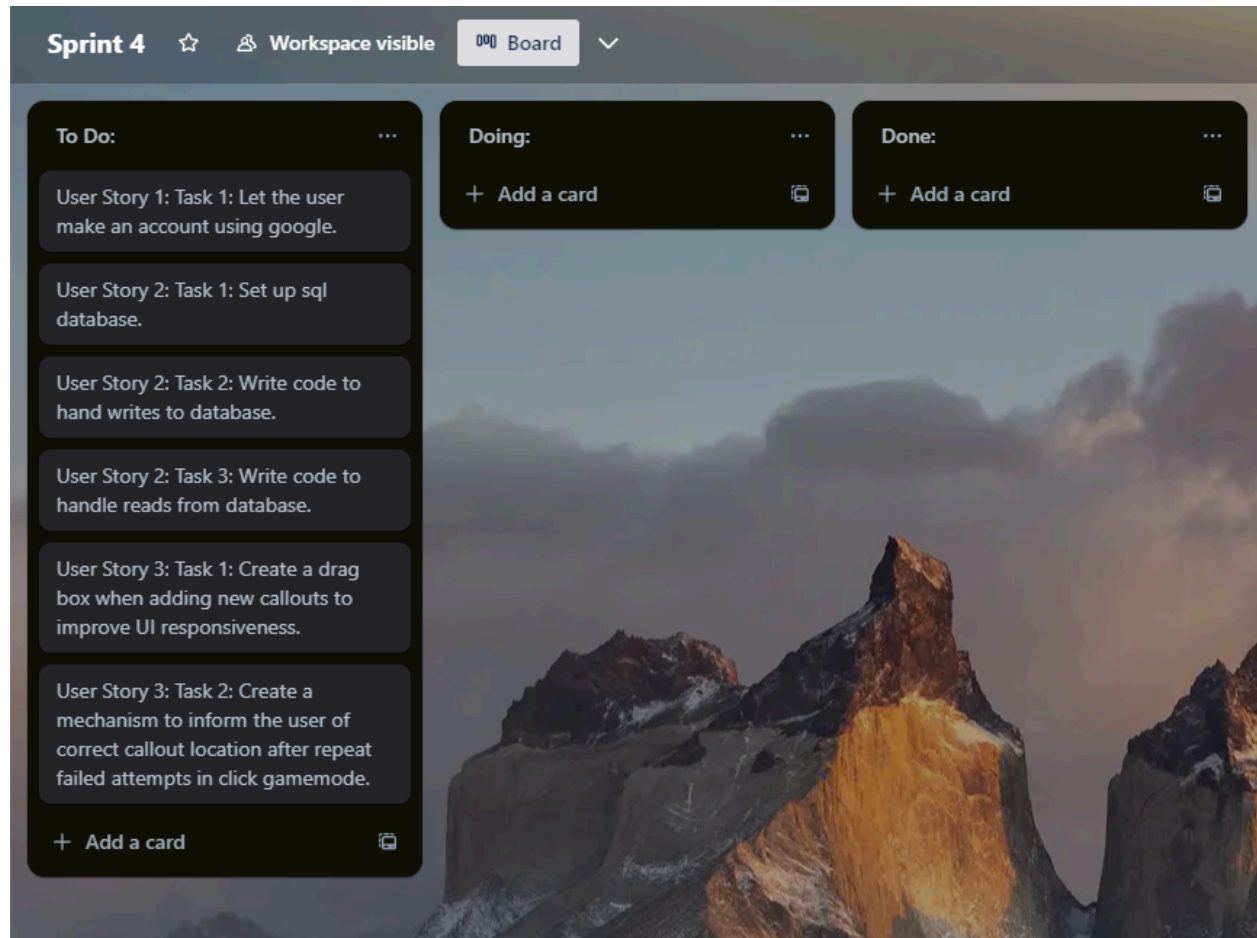
Infrastructure:

- Refactor code to improve functionality of action event listeners.

- Refactor using a UI Framework

- Debug code sequentially, reporting any known bugs and resolving squashable bugs

Initial Burnup Chart:

Sprint 3 Burn-up Chart

Initial Scrum Board:

Scrum Times:

Monday - 8pm

Wednesday - 11am with TA

Saturday - 8pm