

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)

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 handle writes to the database. (2hr)

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

User Story 3:

{9} - As a user, I want to be able to clearly understand UI elements and functionality.

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)

User Story 4:

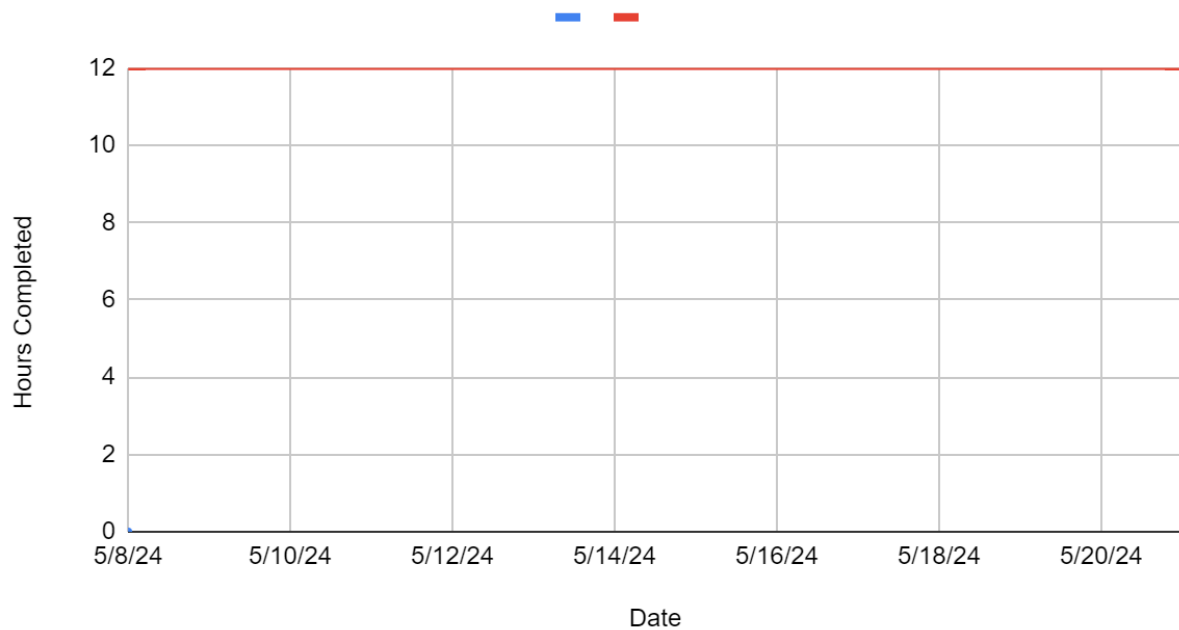
{10} - As a user, I want to be able to see the area a callout covers while I'm adding it, so I can be more precise with my placement. [5]

Infrastructure:

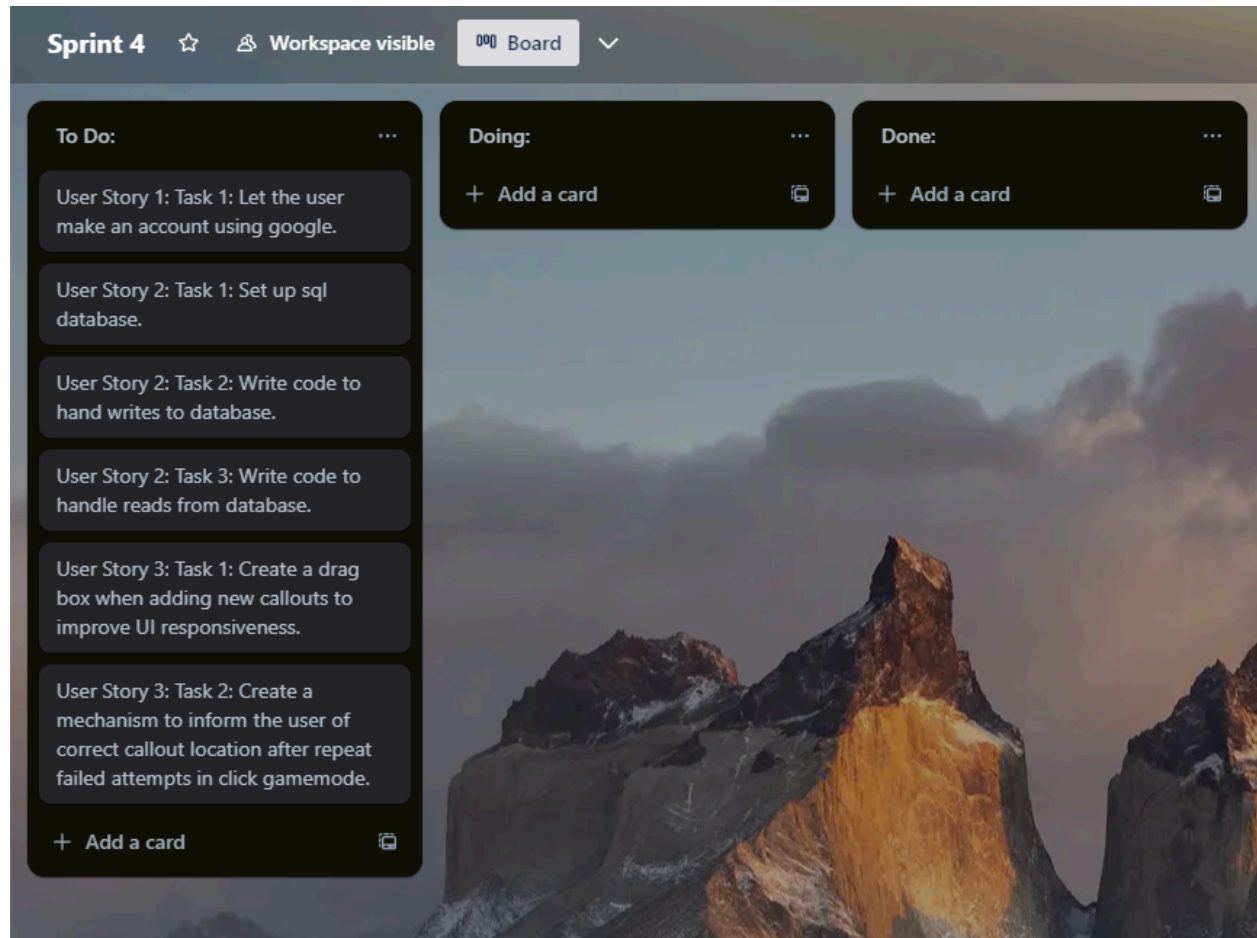
- Refactor code to improve functionality of action event listeners.
- Refactor using a UI Framework
- Debug code sequentially, reporting any known bugs and resolving squashable bugs

Initial Burnup Chart:

Sprint 3 Burn-up Chart



Initial Scrum Board:



Scrum Times:

Monday - 8pm

Wednesday - 11am with TA

Saturday - 8pm