

Sprint 1 Plan

Product Name: Callout Demon

Completion Date: 4/23/24

Revision Number: 1

Revision Date: 4/15/24

Goal: Complete a basic GUI interface with a way to switch between maps and a way for the user to click different locations on the map. Valorant API integration so that the map can automatically change based on what map the user is playing, so referencing callout locations is easier mid match.

User Stories:

1. 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.
 - Create a drop down list to choose a map [1hr]
 - Create a button to confirm map selection [1hr]

Total for user story 1: 2 hours

2. 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.
 - Create input box, so that user can input their Valorant username [1hr]
 - Make calls to valorant API to see if a map is being played and switch to that map [2hr]

Total for user story 2: 3 hours