Sprint 3 Plan

Product Name: Callout Demon

Completion Date: 5/7/24

Revision Number: 1

Revision Date: 4/24/24

Goal:

User Story 1:

{6} - 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. [13]

Task 1 - Record voice input as a file in javascript so that it can be passed to python (2 hr)

Task 2 - Use the Speech Recognition package to analyze the file and determine if the user

responded correctly. (2 hr)

Task 3 - Create a customizable hotkey to start the voice recording. (1 hr)

Total Time: 5 hrs

DOD: Pressing a button will record a transcript of the words being inputted in the

microphone

User Story 2:

{7} - 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. [5]

Task 1 - Create another drop-down menu button that will determine which gamemode is

being played: vocal or click. (1 hr)

Task 2 - Create functionality for taking an image of a callout location and presenting it in the center of the screen. (2 hr)

DOD: Having a dropdown menu, giving an option to select different modes

When pressing the start game, the image should be replaced with specific images for this gamemode

Total time: 3 hrs

User Story 3:

{8} - As a user, I want to be able to practice callouts. I want to be able to practice callouts anywhere, so that I can still practice callouts when not at my computer. [5]

Task 1 - Setup website hosting on google cloud using the javascript, css, and html code we already have. (1hr)

Total Time: 1 hr

DOD: Have a functional website version of the app

User Story 4:

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

Task 3 - Add ability to change hotkey binding in settings. (1hr)

Total time: 3 hours

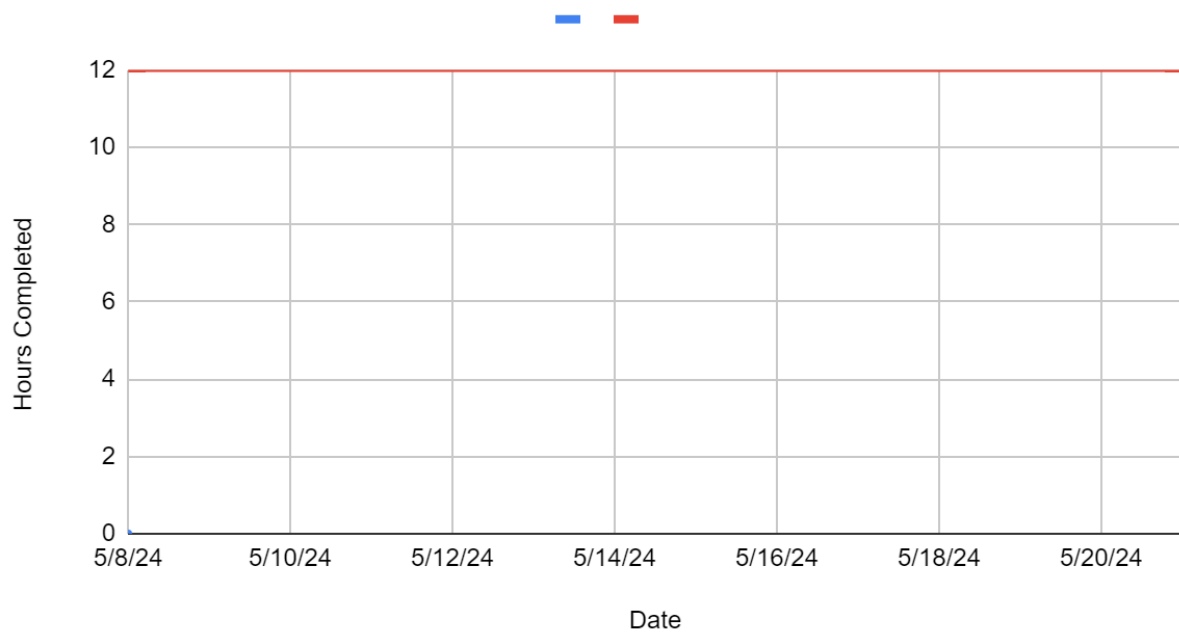DOD: Pressing a button will create an overlay of the map

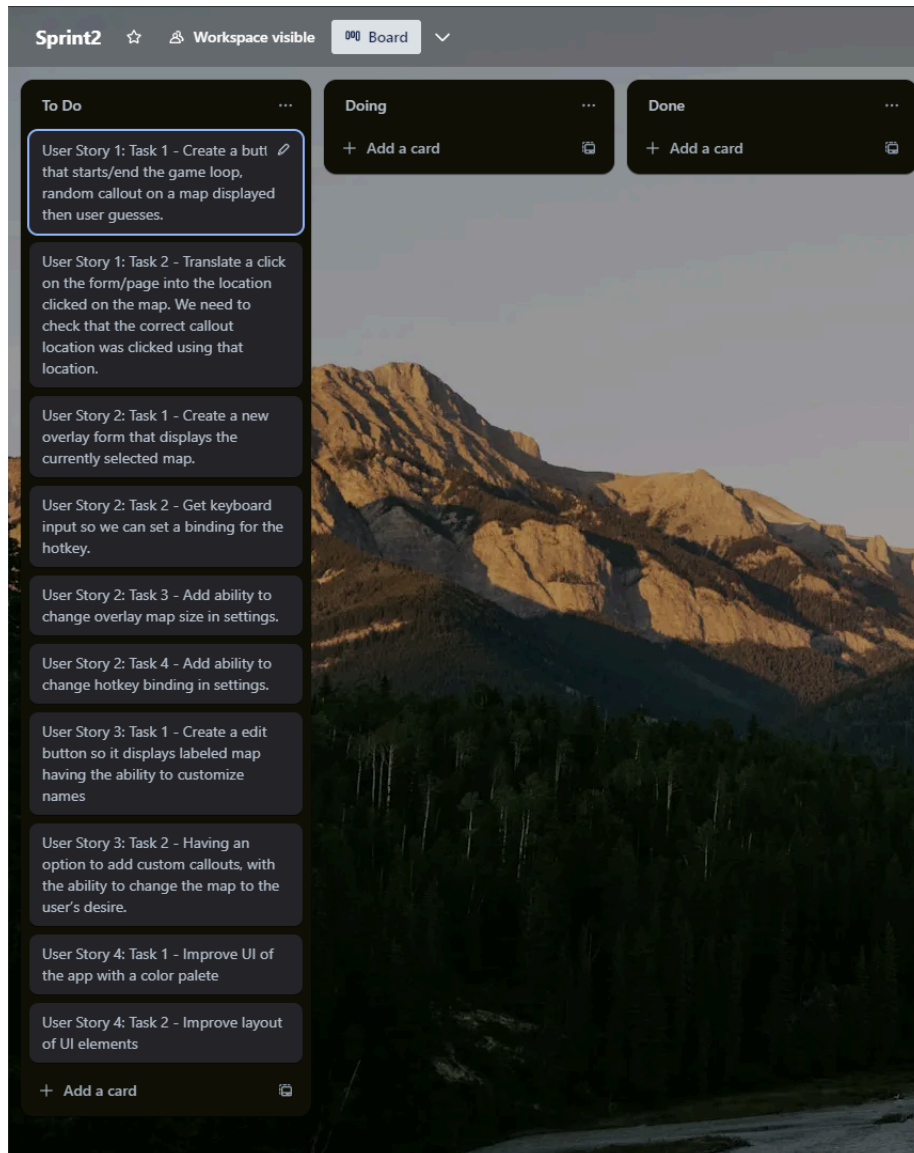An option to rescale the overlay and changing the hotkeys

Spike:

- Refactoring code to decrease complexity and improve readability/scalability. E.g. find a better way of representing the game state boolean flags.

Initial Burnup Chart:

Sprint 3 Burn-up Chart

Initial Scrum Board:

Sprint2 ☆ ⚘ Workspace visible | ▦ Board ⌄

To Do ⋯

User Story 1: Task 1 - Create a butt ✎
that starts/end the game loop,
random callout on a map displayed
then user guesses.

User Story 1: 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.

User Story 2: Task 1 - Create a new
overlay form that displays the
currently selected map.

User Story 2: Task 2 - Get keyboard
input so we can set a binding for the
hotkey.

User Story 2: Task 3 - Add ability to
change overlay map size in settings.

User Story 2: Task 4 - Add ability to
change hotkey binding in settings.

User Story 3: Task 1 - Create a edit
button so it displays labeled map
having the ability to customize
names

User Story 3: Task 2 - Having an
option to add custom callouts, with
the ability to change the map to the
user's desire.

User Story 4: Task 1 - Improve UI of
the app with a color palete

User Story 4: Task 2 - Improve layout
of UI elements

+ Add a card

Doing ⋯
+ Add a card

Done ⋯
+ Add a card

Scrum Times:

Monday - 8pm

Wednesday - 11am with TA

Saturday - 8pm