Capstone Psych Project Plan

We went with an agile-based structure using Trello's Kanban boards as our PM tool. We wanted to make sure that our project was open to change as we learn the existing code base and Dr.Correll's research is conducted, as these may change our requirements or priority list of tasks.

WBS

1. Small Initial Refactors
    1.1. Gain general understanding of code base
        1.1.1. Understand how the code is structured
        1.1.2. Understand how the code is deployed
        1.1.3. Gain general understanding of tools being used
    1.2. Rework choosing a race for training exercises
    1.3. Remove pre-assessment
    1.4. Remove daily assessment
    1.5. Implement account recovery flow
    1.6. Clarify tutorial pages for training exercises
2. Large Refactors
    2.1. Give professional polish to the UI
    2.2. Gamify training
        2.2.1. Point system with a leaderboard
        2.2.2. Badges
        2.2.3. Reminders to play the game
        2.2.4. New game/training modes
3. Refactors to assist future teams
    3.1. Create documentation
    3.2. Create changelog
    3.3. Ease process for local testing
    3.4. Automate deployment

When, Who, Dependencies

The due dates given below are rough estimates of when we are planning to work on each task. Some assignes are TDB and will be determined next semester in 2022.

Task	When (Due)	Who	Dependencies
1.1.1	11/1/21	All	n/a
1.1.2	11/1/21	At least one TM	n/a

1.1.3	11/1/21	All	n/a
1.2	12/1/21	Naif	1.1
1.3	12/1/21	Ryan	1.1
1.4	12/1/21	Yosan	1.1
1.5	12/1/21	Logan	1.1
1.6	3/1/22	T	1.1
2.1	4/1/22	Yosan	1.1
2.2.1	3/1/22	Logan	1.1
2.2.2	3/1/22	Logan	1.1
2.2.3	4/1/22	TDB	2.2.1
2.2.4	3/1/22	Naif	1.1
2.2.5	4/1/22	TDB	1.1
3.1	2/1/22	Ryan	1.1
3.2	2/1/22	Ryan	1.1
3.3	3/1/22	Ryan	1.1
3.4	3/1/22	Ryan	3.3