

Sprint 1 backlog

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Sprint Description:

This sprint aims at building the overall website architecture including user registration, login, verification as well as game coordinating logic (other than game logic). It would require Django web rendering and basic Django channel group.

The result of this sprint provides the basis for next sprint game logic development.

Features to develop:

1. User Registration and Login

Task 1.1: (1-2 hours) *Yuanyuan Dong*

Design and implement HTML pages for user Registration and Login.

Task 1.2: (1-2 hours) *Yuanyuan Dong*

Implement user profile models and forms in backend.

Task 1.3: (1-2 hours) *Yuanyuan Dong*

Implement rendering logic to correctly redirect users.

2. Main Lobby Page for Game Prepare

Task 2.1: (2 hours) *Tianyi Chen*

Implement relevant web pages' html.

Task 2.3: (1-2 hours) *Tianyi Chen*

Design views logic to let player create a room by simply typing in room name

Task 2.2: (1-2 hours) *Tianyi Chen*

Implement views logic for game, room random joining and room target joining.

3. Scoreboard Page with Automatic Update.

Task 3.1: (2-3 hours) *Yuanyuan Dong*

Make scoreboard will automatically update every 5 seconds to display the most up to date user scores

Task 3.2: (1 hour) *Yuanyuan Dong*

Design scoreboard to show user's nickname and total scores.

4. Game Room Page with User Authentication and Game Starting

Task 4.1: (2-3 hours) *Yuanyuan Dong*

Implement a page with a game render frame and slot for two users

Task 4.2: (3-4 hours) *Tianyi Chen*

Implement websocket groups when there a room is created

Task 4.3: (3-4 hours) *Tlanyi Chen*

Player would be blocked when only one user is in the room, and game would start when two users join the room and hit start

Task 4.4: (1-2 hours) *Yuanyuan Dong*

Implement a random decision logic in the server side to determine the winner. And the result would be stored in the game model.