

## Sprint 1

### Goal:

- Creating the databases and linking them together
- Figure out login/create account
- Connecting frontend with backend and the databases

**Task listing, organized by user story:** This section lists the user stories, in priority order from most important (top) to least important (bottom). Within each user story, there needs to be a list of tasks required to implement the user story, along with the time estimate for each task (preferably less than or equal to 6 ideal hours). This should look like:

*User story 1 ("As a {user role}, I want {goal} [so that {reason}]")*

*Task 1 description (time estimate for task 1)*

*Task 2 description (time estimate for task 2)*

*...*

*Task N description (time estimate for task N of user story 1)*

*Total for user story 1: XX hours*

- User Story 1: {10} As a user, I want to be able to log in so I can continue where I left off.
  - Points: 3
  - Create a page for user login: 2 hours
  - Send user info to database, check if correct: 6 hours
- User Story 2: {10} As a user, I want to be able to create an account so that I can play the game.
  - Points: 5
  - Create page for register: 3 hours
  - Add new user to database by sending over server: 5 hours
- User Story 3: {10} As a developer, I want a reliable database that has a system of tables with essential game information
  - Points: 3
  - Create database that stores word as key, word in Spanish, word in French, and image: 5 hours
- User Story 4: {10} As a developer, I want a login database table that stores the username and password to check if they are a user.
  - Points: 3
  - Create a column in the database for username and password: 2 hours
- User Story 5: {10} As a developer, I want a Progress database table that stores the username with the english word, spanish translation, and french translation so I can see the progress of the user.
  - Points: 7
  - A column in the database that contains only the words user has learned: 2 hours
  - A number associated with the user's proficiency in that word: 1 hour

- User Story 6: {10} As a user, I want to learn many different words so I can expand my vocabulary
  - Points: 7
  - Create database functions: 4 hours
  - Fill databases with words and translations: 2 hours
- User Story 7: {7} As a user, I want to be able to select a language so that I can learn vocab words from the language I want.
  - Points: 4
  - Selecting language UI: 2 hours
- User Story 8: {2} As a user, I want to see my own progress to know how far I am in the game.
  - Points: 2
  - Send Seen words / Total Words to front end: 2 hours
  - Display in front end: 2 hours

**Team roles:**

Chinmay: Developer

Ari: Developer

Mingwei: Developer

Venkatesh: Developer

Chris: Developer

**Initial task assignment:**

Ari and Chinmay: Logging in and initial UI

- User Stories 1, 2, 7, 8

Venky and Chris: Databases

- User Stories 3, 4, 5, 6

Mingwei: connecting frontend with backend

- User Story 3

**Initial burnup chart:** A graph giving the initial burnup chart for this sprint and is labeled as such with sprint number and project name and is located in the lab.

**Initial scrum board:**

<https://trello.com/b/QXsOaWig/cse115a-project>

**Scrum times:**

Tuesday 5pm to 7pm

Thursday 5pm to 7pm

Friday 10am to 12pm - 1 hour with a TA

Initial Burnup Chart:

Vocab Venture Sprint 1 Initial Burnup Chart

