Vocab Venture
4/9/24
Version 1

Release Plan

High level goals:
- Create a home page with a login feature
- User can select a language and see different features
- Databases:
  - Multiple different tables
  - Login table:
    - Username, Password
    - Username is a primary key to reference other tables of information
  - Progress table:
    - Access the user's progress based on the username from the languages table
    - Username, english word, spanish translation, french translation
    - In spanish and french columns, it has the value
    - 0 - not seen
    - 5 - seen (neutral value)
    - Increment 1 if it is right
    - Decrement 1 if they miss
    - Keep Boolean system for prototype, incrementing/decrementing nice to have feature (for final product)
  - All translations table:
    - One for each language just for game information
    - French, Spanish etc.
    - Word, picture, spanish, french
- Learn mode (NPC world):
  - Have different NPCs tell the user various translated words.
  - The NPCs would be categorized by different types or words
    - Sports, food, school, occupation, music, technology, transportation, art, literature, environment, etc
    - World is a map with clickable areas that are the categories of words
    - User goes back to map after lesson
  - Test in the middle of learning as well like after every 3 to 4 questions
- Dictionary mode (like a textbook):
  - user interface to see what the user has already learned
  - User can see the dictionary in the learn mode
  - Only one language at a time, so it shows the language that is selected
  - Picture, word in in english, translated word
  - Organizable alphabetically, frequently missed, well known
- Battle mode
  - Warning if not enough learned words
  - Time limit decreases as you move through the boss fight
  - Some sort of hearts/lives system?
    - Everytime you get a word wrong or if you run out of time to type in the

word
- ○ Different methods of asking questions
  - ■ Matching words, picking a word, or free response
  - ■ Frequently missed words are more likely to be shown

User stories defining the scope of the release:

1-10 Least Priority to Most Priority

1-10 Least Time Intensive to Most Time Intensive

The complete list of user stories will take the form of:
- ● Sprint 1
  - ○ 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

  - ○ 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

  - ○ User Story 3: {10} As a developer, I want a reliable database that has a system of tables with essential game information
    - ■ Points: 3

  - ○ 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

  - ○ 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

  - ○ User Story 6: {10} As a user, I want to learn many different words so I can expand my vocabulary
    - ■ Points: 7
  - ○ 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
  - ○ 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
- ● Sprint 2
  - ○ Learn Mode (NPC World)
  - ○ User Story 1: {10} As a user, I want to learn different categories of words in the language I selected

- - ■ Points: 8
  - ○ User Story 2: {8} As a user, I want to see pictures of the word so I can more easily remember it
    - ■ Points: 3
  - ○ User Story 3: {10} As a developer, I want the user to type out the word they are learning to keep them engaged when learning and to have some type of physical acknowledgment that they learned the word
    - ■ Points: 12
  - ○ User Story 4: {5}As a user, I want to sort the dictionary so that I can see the words I'm good at/struggling on/in alphabetical order
    - ■ Points: 4

- ● Sprint 3
  - ○ Combat Mode
  - ○ User Story 1: {10}: As a user, I want to be quizzed on fill-in-the-blank questions
    - ■ Points: 8
  - ○ User Story 2: {10}: As a user, I want to be quizzed on multiple-choice questions
    - ■ Points: 7
  - ○ User Story 3: {10}: As a user, I want to be quizzed on matching questions
    - ■ Points: 8
  - ○ User Story 4: {10}: As a user, I want a way to see all the words I have learned to see my progress
    - ■ Points: 4
  - ○ User Story 5: {8}: As a user, I want to be quizzed on different types of questions in a random order
    - ■ Points: 7

- ● Sprint 4
  - ○ User Story 1: {8} As a developer, I want to go through the bugs I have to make it better.
    - ■ Points: 5

• Sanity check your release plan.

Yes it is doable, we allocated time in sprint 4 for extra features or if a feature needs more time to be implemented

• Product backlog:

- ● Decrement and increment in the progress table
- ● Different ways to learn instead of typing it out

- Sorting the dictionary mode
- Combat mode difficulty features

Initial Presentation: The release plan will be the basis for your team's initial presentation.

https://docs.google.com/presentation/d/1MKSU50bNVCwRqWOkDWk_frDcAd8a8kNx/edit#slide=id.p1