

Vocab Venture
5/21/24
Version 1

Sprint 4 Plan

Goal:

- Fixing all the small bugs that are in the other modes of the game
- Making sure multiple people on the domain cannot break the program

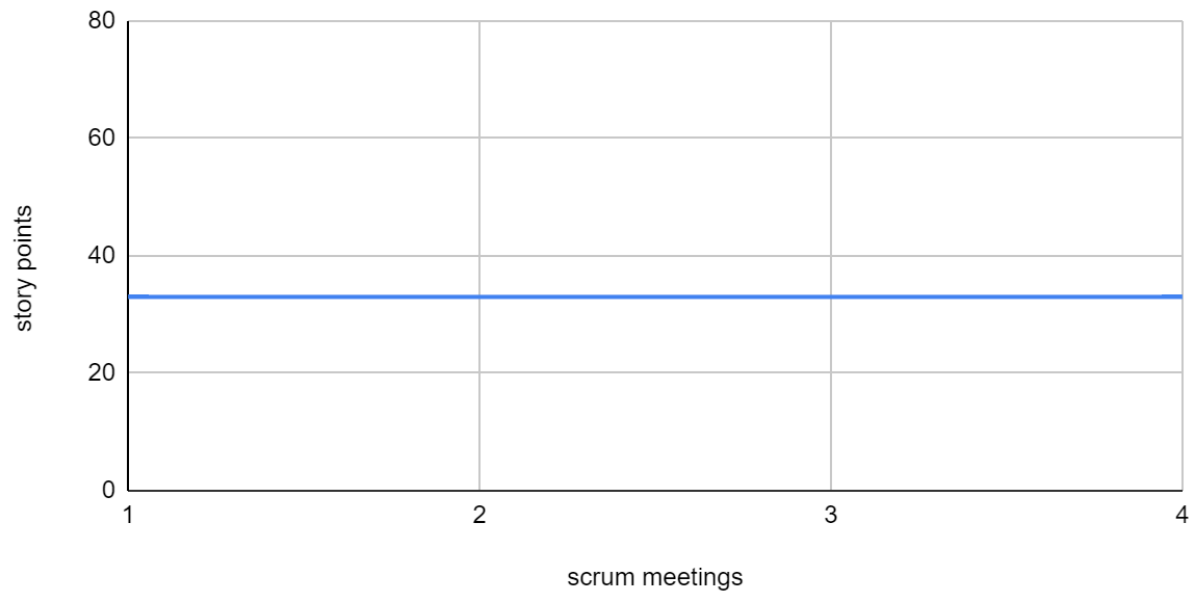
Task listing, organized by user story:

- User Story 1: {10}: As a user, I want to be quizzed on questions that I frequently missed
 - Points: 7
 - Implement weighted randomizer to the quiz questions: 5 hours
 - Implement chat gpt options to mult choice in quiz: 7 hours
- User Story 2: {4}: As a user, I want to see the definition of each word in case I don't know the word
 - Points: 6
 - Seeing the definition of each word: 3 hours
 - Put definitions in database :2 hours
- User Story 3: {8} As a developer, I want smoother transitions between actions in-game, for a better experience
 - Points: 15
 - UI transitions: 6 hours
 - Optimize delays: 3 hours
 - Cache for dictionary: 4 hours
- User Story 4: {1}: As a user, I want to be able to interact with the NPCs
 - Points 5
 - Chat gpt conversation texts: 6 hours

Initial Burn-up:

Vocab Venture Sprint 4 Initial Burnup Chart

expected user story pointer



Team roles:

Chinmay: Developer
Ari: Developer
Mingwei: Scrum Master
Venkatesh: Developer
Chris: Developer

Initial task assignment:

Ari:

- User Story 1, 3

Chinmay:

- User Story 1

Venky:

- User Story 2

Chris:

- User Story 2

Mingwei:

- User story 3, 4

Initial scrum board:

<https://trello.com/invite/b/nUO6VZAD/ATTI350f6a98bbce0f4ab3f68ebe12cffdb8A262B950/sprint-4>

Scrum times:

Tuesday 5pm to 7pm

Thursday 5pm to 7pm

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