



# CRYPTOLEAGUE

## Team 8: Sprint 1 Planning Document

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### SPRINT OVERVIEW

For this sprint meeting, we hope to be done with the basic implementation of a user, the market tab, the dashboard, and the leaderboard. The user and profile will enable them to create an account and change their profile. The market tab will enable them to see the top 100 coins and their prices as based on coinmarketcap. The dashboard will have features which will enable the user to join a league (league is not implemented yet, so the button will not be functional) and the recent news of crypto. The leaderboard will show the global leaderboard based on all the users in the game.

#### **Scrum Master:**

Bobby Gupta

#### **Meeting Plan:**

With team: Every Monday and Wednesday 6 - 8 PM

With team coordinator: Every Wednesday 1:30 - 2:00 PM

#### **Risks and Challenges:**

Since we are getting started and will be making everything from scratch, it will be challenging for us to get started early and familiarize ourselves with the different services/frameworks we are going to use. This means that if we are not able to meet the requirements, we will risk to fall behind and we will have to achieve more during the sprint 2. We will have to collaborate and evenly divide the tasks.

# CURRENT SPRINT DETAILS

## User Story #1

As a user, I would like to be able to register for a CryptoLeague account with social platforms like Facebook or Google.

#	Description	Time	Owner
1	Set up back-end server	5hr	Ritwik
2	Set up front-end client	5hr	Nisarg
3	Set up MongoDB database	2hr	Utkarsh
4	Implement the login/signup UI	5hr	Ritwik
5	Implement the login server API using passport.js	5hr	Varun
6	Implement JWT authentication on the back-end	3hr	Varun
7	Implement JWT authentication on the front-end	5hr	Nisarg
8	Implement landing route for user to setup their profile	5hr	Ritwik

### Acceptance Criteria:

1. Given that the back-end is setup successfully, when a user tries to signup with Facebook or Google, then the user will be redirected to the social network, login with their social network credentials, and will be redirected back to our website if their social network authentication was successful.
2. Given that the user has been created successfully, when the user gets redirected to our platform, then prompt them to enter a username and guide them through our platform.
3. Given that the user authenticates successfully, when the front-end receives successful response from the server, then save the JWT token in browser cache which can then be used to authenticate future server requests.

## User Story #2

As a user, I would like to be manage my CryptoLeague account.

#	Description	Time	Owner
1	Implement Settings UI	5hr	Utkarsh
2	Implement updating user data by calling the server API	5hr	Utkarsh
3	Implement server API to update the user data	3hr	Varun

### Acceptance Criteria:

1. Given that the user is logged in, when the user clicks on settings, then they should be given options to update their information.
2. Given that the server API updates the user's data, when the user updates their information and submits it, then the information in the database should be updated.
3. Given that request was made to the server, when the server responds successfully, then update the local user object in the browser cache to reflect new changes.

## User Story #3

As a user, I would like to be able to watch real-time market prices of cryptocurrencies.

#	Description	Time	Owner
1	Implement the market UI	5hr	Nisarg
2	Display the data	3hr	Utkarsh
3	Implement server API to retrieve the data from the coinmarketcap	5 hr	Varun

### Acceptance Criteria:

1. Given that the server API can retrieve the coin data from coinmarketcap, when the user clicks on the market tab, then a request will be sent to the server to fetch the data.
2. Given that the user is on the market tab, when the request to the server API for the coinmarketcap data has successfully been made, then retrieve and display the data or error message accordingly.
3. Given that the server can communicate with the coinmarketcap API, when the current market data has not been updated for the past 10 minutes, then request the latest market data from the coinmarketcap API.

## User Story #4

As a user, I would like to be able to see current cryptocurrency related news.

#	Description	Time	Owner
1	Get data from newapi.org API	3hr	Utkarsh
2	Implement the server API for getting the news	5hr	Utkarsh

### Acceptance Criteria:

1. Given the user logs in to the dashboard, when the user scrolls to the news card, then they should be able to see the top 10 cryptocurrency related news displayed in the dashboard.
2. Given the user logs in to the dashboard, when the user stays on the news card, then it should refresh every 15 mins, pulling new stories from newsapi.org.
3. Given that the user is on the news card, when the user clicks on a news article, then the user should be redirected to the page of the news article.

## User Story #5

As a user, I would like to be able to see current leaderboard of top performing players.

#	Description	Time	Owner
1	Implement the UI of global leaderboard	4hr	Nisarg
2	Implement the server API to get all users' data	3hr	Varun
3	Display the data of the users in the leaderboard UI	3hr	Varun

### Acceptance Criteria:

1. Given that the server API for getting all the users' data has been implemented, when the user clicks on the leaderboard tab, then show them the top 25 users on the first page.
2. Given that the user is on the first page of leaderboard, when the user clicks on another page number, then get the respective users' data and display it in the table.
3. Given that the leaderboard functionality has been successfully implemented, when a user goes through the table, then they should be able to see themselves either at the bottom of the list or at their appropriate rank in the leaderboard.

# REMAINING BACKLOG

## Functional Requirements

1. As a user, I would like to be able to see profiles of people in the leaderboard.
2. As a user, I would like to be able to see various leagues.
3. As a user, I would like to be able to see the rules for different leagues.
4. As a user, I would like to be able to see the buy-ins and payouts for different leagues.
5. As a user, I would like to be able to join a league.
6. As a user, I would like to be able to see the status of my current league.
7. As a user, I would like to be able to see the leaderboard of my current league.
8. As a user, I would like to be able to make my cryptocurrency portfolio.
9. As a user, I would like to be able to add various cryptocurrencies to my portfolio.
10. As a user, I would like to be able to select a captain coin whose gains/losses will be doubled in the final score.
11. As a user, I would like to be able to easily modify my portfolio before the league starts.
12. As a user, I would like to be able to visualize my current league portfolio.
13. As a user, I would like to be able to see my portfolio in a list-view.
14. As a user, I would like to be able to see the real-time market data of cryptocurrencies in my portfolio.
15. As a user, I would like to be able to see the the time for the league to start and end.
16. As a user, I would like to be able to see the prize distribution of the league.
17. As a user, I would like to be able to my current rank in the league.
18. As a user, I would like to be able to see my previous leagues.
19. As a user, I would like to be able to see my current statistics.
20. As a developer, I would like to be able to restrict users to join only one league at a time.

21. As a developer, I would like to be able to replenish user's tokens if they do not have enough to join the lowest league.
22. As a developer, I would like to be able to have multiple leagues running at the same time.
23. If time allows, as a user, I would like to protect my account with two factor authentication.
24. If time allows, as a user, I would like to be able to generate private leagues.
25. If time allows, as a user, I would like to be able to join private leagues.
26. If time allows, as a developer, I would like to be able to make the tokens tradeable on the Ethereum platform.

## **Non-functional Requirements**

1. As a developer, I would like to have my backend host concurrent leagues.
2. As a developer, I would like to make sure that a player can join a league within 500 milliseconds.
3. As a developer, I would like to assign unique wallet addresses to the users to secure their tokens.
4. As a developer, I would like to prevent the users from seeing the portfolio of other users in the league until the league is over.