

Java Learning Application

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DeSales University

CS356

**Team Java Learning Application Sprint 1 Planning Document**

# Sprint overview

## Overview

For this sprint we will be doing the basics, and most important sections, of the application. This will include the table of contents and textbook sections with practice questions.

## Scrum master

Max Flannick

## Scrum meeting times

MWF @ 11:00 a.m.

## Risks/Challenges

There will not be many risks within this sprint since it will be the basics of the application. However, one challenge could be linking data within the database for all the practice question answers.

# Current sprint detail

## Requirement 1

The creation of the table of the Table of Contents (TOC) to show what will be integrated into the textbook. The TOC will be hyperlinked into the different chapters and sections of the textbook. If the user does not wish to click on said hyperlinks, they may click the button automatically taking them to chapter one of the textbook which will be located at the bottom right of the TOC.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Table of Contents Screen with Hyperlinks | 1.5 hours | Max Flannick |
|  |  |  |
|  |  |  |

### Acceptance criteria

If/When this user story for this section is completed, the user can transverse the application easily. This is done by allowing them to go to the section they wish to go to without having to go through other sections of the chapter.

## Requirement 2 (& 3)

The creation of a textbook for the user to read, learn, and study. It will also be used for the application to draw information from to create matching and coding minigames. The textbook will consist of 5 different chapters and various sections within each chapter.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Chapter 1 Textbook - Basics | 2 hours | Anthony Ephault |
| Chapter 2 Textbook – If/Else Statements | 2 hours | Destiny Deleon |
| Chapter 3 Textbook - Loops | 2 hours | Max Flannick |
| Chapter 4 Textbook - Functions | 2 hours | Destiny Deleon |
| Chapter 5 Textbook - Classes | 2 hours | Anthony Ephault |

### Acceptance criteria

Once this user story is implemented then the user will be able to learn an important element in Java. The user will then be able to apply their knowledge with later sections within each chapter.

## Requirement 7

This section will be implemented inside of each textbook chapter. The user will read the textbook and once they are ready to move on, they will click a button at the bottom of the page that will be able to take them to the next part of a chapter. Once this button is clicked a practice question will open in a separate window before flipping onto the next part of the chapter. The user will be able to drag the said window around whilst still being able to read the textbook. The user will be able to select their answer and click submit to get feedback based on the correct answer in the database. However, the user cannot continue on in the textbook until the practice question is answered correctly. The window will also close when the user answers the question correctly.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Chapter 1 Practice Questions | 2 hours | Anthony Ephault |
| Chapter 2 Practice Questions | 2 hours | Destiny Deleon |
| Chapter 3 Practice Questions | 2 hours | Max Flannick |
| Chapter 4 Practice Questions | 2 hours | Destiny Deleon |
| Chapter 5 Practice Questions | 2 hours | Anthony Ephault |

### Acceptance criteria

If/When this user story is implemented, then the user will be able to further support their knowledge while reading the textbook and understand important topics within the chapter better.