Sprint Plan 4

WinRate

By the WinRate Development Team: Andrew Leamy, Arin Redd, Chuanshi Zhu, Yuhao Deng, Julius Fan

1 Goal

To have the contents of the Room database displayed where appropriate in each of the app's main tabs

2 User Stories

- 1. As a user, I must be able to view all my previously entered Game Logs, Opponent Profiles, and Deck profiles in an easy to understand list interface. (5 story points)
 - The contact book tab will list the contents of the related tables in the database
- 2. As a user, I must be able to set the life counter to display information from a selected profile on the UI (3 story points)
 - A button should exist to cycle through profiles currently stored in the database, displaying the name and picture of each
- 3. As a user, I must be able to use the settings page to edit default behaviors of the app (3 story points)
 - The name and image of the user should be settable in the setting page, to be displayed in the life counter

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3 Team Roles

<u>Product Owner</u>: Arin Redd <u>Scrum Master</u>: Andrew Leamy

4 Initial Task Assignments

Andrew Leamy:

- Implementing Deck Profiles in the database
- Adding the ability to store images into the opponent profile table

Julius Fan:

• Implementing the MPAndriodcharts external library and completing the infographic display

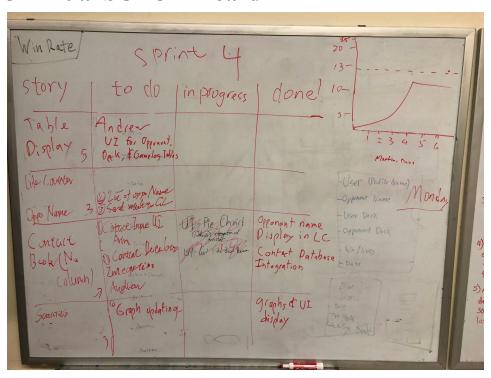
Arin Redd:

• Writing the user manual and touching up the UI

Chuanshi Zhu & Yuhao Deng:

• Adding the ability to display an image to the life counter tab, as well as displaying data representing the user where appropriate

5 Initial SCRUM Board



6 Scrum Times

M - 10:45 @Baskin 302

T/Th - 10:00 @Baskin 302