Sprint Plan 3

WinRate

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

1 Goal

To have the UI for the Input Form, Statistics, and Life Counter pages completed, and each page hooked up to the Room database.

2 User Stories

1. As a user, I must have the Game Log require as few manual information inputs as possible, automatically filling out as many columns of each log entry as possible. *(3 story points)*
   - Game log should automatically fill out the current date in the master table
   - Input form UI should be as simple as possible
2. As a user, I must be able to have a functioning Life Counter, for use alongside a game. *(5 story points)*
3. As a user, I must be able to have contact profiles be incomplete to any degree, yet still usable by the Game Log and Life Counter *(3 story points)*
   - Contact profiles should be coded to support null entries for as many columns as possible.
4. *As a user, I must be able to set the Life Counter to optionally display the name and picture of an opponent profile, or a deck profile, or both. (3 story points)*
   - Life counter should be able to display a name and an image, on both sides.
   - Image / name should be capable of being changed to any profile saved to the app.

3 Team Roles

Product Owner: Yuhao Deng
Scrum Master: Andrew Leamy

4 Initial Task Assignments

Andrew Leamy:
- Completion of database output code, as well as connecting pages to database

- Creation of an additional database table for deck profiles

Julius Fan:

- Designing the UI of the statistics page

Arin Redd:

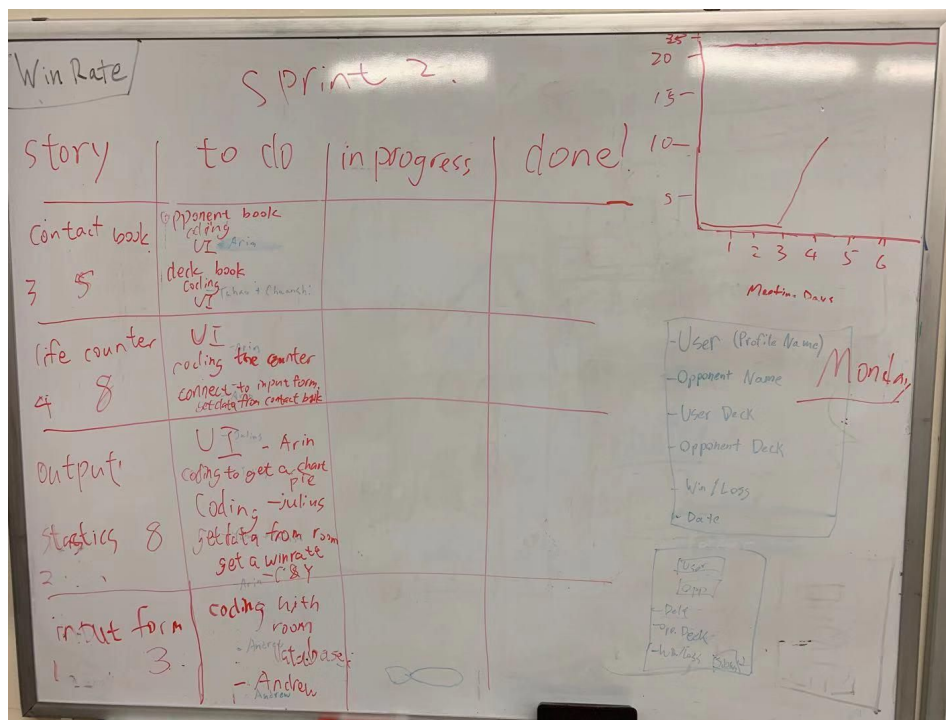- Designing the UI of the contact book page

Chuanshi Zhu:

- Completing the functionality of the Life Counter

Yuhao Deng:

- Completing the functionality of the Life Counter

5 Initial SCRUM Board

6 Scrum Times

M - 10:45 @Baskin 302

T/Th - 10:00 @Baskin 302