

Sprint Plan 2

WinRate

By the WinRate Development Team

Revision 1

October 30th, 2019

1 Goal

Integrating the Room into our app, have basic method for getting and putting data from Room. Implementing contact book and Life Counter.

2 User Stories

1. As a user, I must be able to create profiles in the contact book for both frequent opponents, as well as frequently faced decks, and have deck profiles optionally linked to a parent opponent profile (*8 story points, priority 1*)
 - Create Content Book Page
 - Implement mySQL data table for players and decks profiles. For now, user profile should include username and a picture. Deck profile should have tag.
2. As a user, I must be able to have a functioning Life Counter, for use alongside a game. (*5 story points, priority 1*)
 - Create Life Counter Page
 - Implement the ability to show players life number and ability to change them
 - Implement the ability to show players profile and their decks' profile in this page
 - Implement the ability to generate an input data with current game result and details(like players' names and their deck tag) and save it into my SQL data table.
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, priority 3*)
 - Implement the default option for profile(For instance, Stranger for opponent name, unknown for the deck profile) . So user can still use life counter and game log feature without a full completed Log.

3 Team Roles

Product Owner: Julius Fan

SCRUM Master: Chuanshi Zhu

4 Initial Task Assignments

Andrew Leamy:

- Integration of Room into app

Arin Redd:

- Creation of input page, Master Table and sidebar UI

Yuhao Deng:

- Corroborate with Chuanshi implement getting data from input page and storing data into SQL

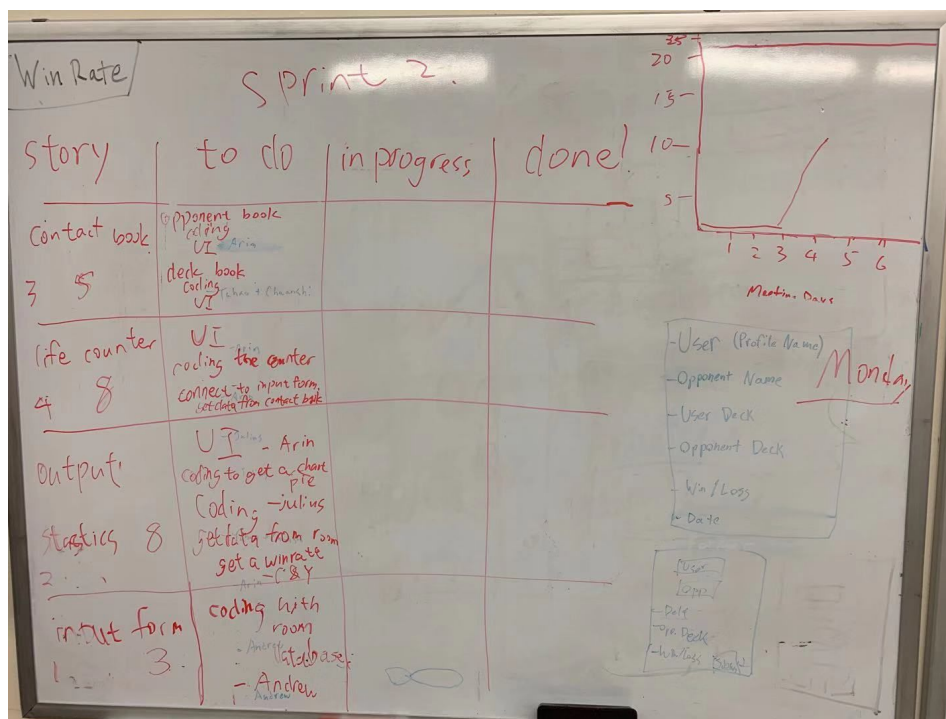
Chuanshi Zhu:

- Corroborate with Yuhao implement getting data from input page and storing data into SQL

Julius Fan:

- Implementation of statistics feature and graphical representation

5 Initial SCRUM Board



6 Scrum Times

M - 10:45 @Baskin 302

T/Th - 10:00 @Baskin 302