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
   -

3   Team Roles

Product Owner: Arin Redd
Scrum Master: 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:

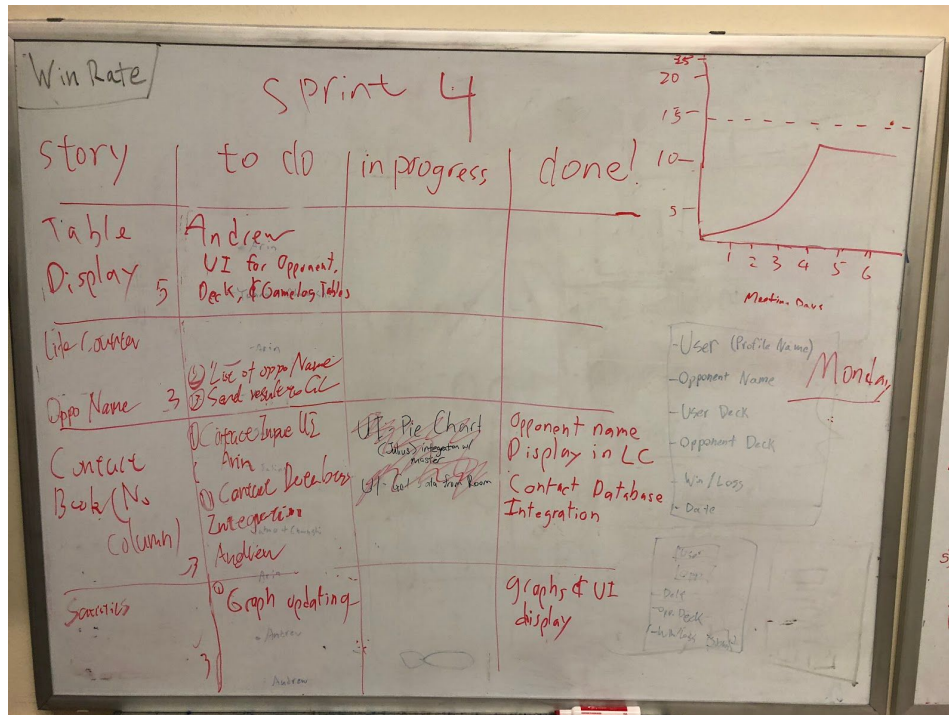- Implementing the MPAndriodcharts external library and completing the infographic display

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 appropiate

5   Initial SCRUM Board

6   Scrum Times

M - 10:45 @Baskin 302
T/Th - 10:00 @Baskin 302