

Due by Date		10/12	11/6	11/20	11/27
Sprint		Wireframe	1	2	3
Owner		N/A	Grace	Jerry	Minyi
Module	Function	Assignment			
Game		Minyi			
This module is the implementation of the major game logic. <ul style="list-style-type: none"> - Several users input a certain room id and they will be in the same game. Different games can process concurrently. - Each user may have an initial credit for each game, and after each round of game, the credit will be updated. After all the rounds, the credit will be reset. - Extra feature: matching random players by some certain criteria. - Extra feature: ingame chatting. 					
	Initial		Scheduled		
	Join		Scheduled		
	StartGame		Scheduled		
	EndGame		Scheduled		
	Show Result		Scheduled		
	Game logic		Scheduled		
	Random User			Scheduled	
	Matching User - Number of players			Scheduled	
	Matching User - Credit				Scheduled
	Matching User - Ranking				Scheduled
	Ingame conversation				Scheduled
Account		Jerry			
This module manages the users' account information: <ul style="list-style-type: none"> - The users may be able to create their account, login, log out, and make modification. - Extra feature: The users may be able to link their FB account 					
	Register		Scheduled		
	Login		Scheduled		
	Logout		Scheduled		
	Change Profile			Scheduled	
	Change Password			Scheduled	
	Facebook Login				Scheduled
Social		Jerry			
This module manages the users' relationship and some derived fun: <ul style="list-style-type: none"> - The users may be able to search another user by her/his username. - The users can make friends with each other. - The users can send invites to their friends. - Extra feature: The users may be able to link their FB account 					
	Searching user			Scheduled	
	Making friends			Scheduled	
	Invite friends to game			Scheduled	
	Invite not registered users				Scheduled
Dashboard		Grace			
The Dashboard includes data that will help the users review their performances. <ul style="list-style-type: none"> - Show personal previous game data - compare their performances with global MAX, MEAN, MEDIAN, ... - display a global scoreboard 					
	User history			Scheduled	
	Global stats			Scheduled	
	Scoreboard			Scheduled	
Leveling		N/A			

This part implements an algorithms that calculates the user's level. Can be used for matching and the dashboard.					
	Calculate leveling algorithms			Scheduled	
Credits		Grace			
The user will be able to charge their account's balance with Google Pay, or coupons.					
	Redeem coupon			Scheduled	
	Recharge credit - Google Pay bets				Scheduled
Decoration		N/A			
This is for enhancing user's visual experience.					
	HTML logic		Scheduled		
	Static			Scheduled	
	Dynamic				Scheduled
Audio Assistance		N/A			
This is for enhancing user's audio experience.					
	Music				Scheduled
	Voice Notification				Scheduled