# Sprint Backlog

## Setup for this Project

* Visual Studio 2022 was used for this project.
* Pull down this project from GitHub and run it.
  + The local database is located under ScavengeRUS>ScavengeRUS.db
* You will need SQLite to open this database. You can download it at: <https://sqlitebrowser.org/dl/>

### Team Members of Team B.O.B.

* **Caleb Rains** *Product* *Owner*
* **Michael Ng** *Scrum* *Master*
* **Charles Kinser** *Developer*
* **Jacob Klucher** *Developer*
* **Steven Errett** *Developer*
* **Kincaid Young** *Developer*

### Planned Sprint Goals

* Sprint 1
  + Get the previous semester’s code working on everyone’s Visual Studio.
  + Attempt deployment to a Virtual Machine.
* Sprint 2
  + Add player functionality.
  + Complete hunts, with tasks being completable.
* Sprint 3
  + QR code API
  + Geolocation API
* Sprint 4
  + …

### Structure

* This project is based off the ASP.NET MVC (Model-View-Controller).
* You can learn this in Advanced Web Development – a required class for IT Concentrations.
* The following technologies are used:
  + Coding
    - C#
    - .NET 6
    - SQLite (SQL)
    - CSHTML
    - CSS
    - JavaScript
  + Organization
    - Trello (Free)
    - Discord
    - GitHub (Version Control)
  + IDE
    - Visual Studio 2022
    - SQLite Browser

### Coding Standards

* C#
  + Standard C# documentation.
  + [https://www.geeksforgeeks.org/c-sharp-coding-standards/#](https://www.geeksforgeeks.org/c-sharp-coding-standards/)
* CSHTML
  + (There’s no documentation from my research, so here’s a resource)
  + [Razor syntax reference for ASP.NET Core | Microsoft Learn](https://learn.microsoft.com/en-us/aspnet/core/mvc/views/razor?view=aspnetcore-7.0)

### What Each Folder Has