—> **Team Name:**

- Clickers Anonymous

—> **Team Members:**

- Thomas Langsfeld
- Justin Yun
- Christian Soto
- Graham Harper
- Benjamin Morris
- Story Kiser

—> **PM Software**

- The project management tool we will be using is called Asana
- https://asana.com/

—> **Requirements by category:**

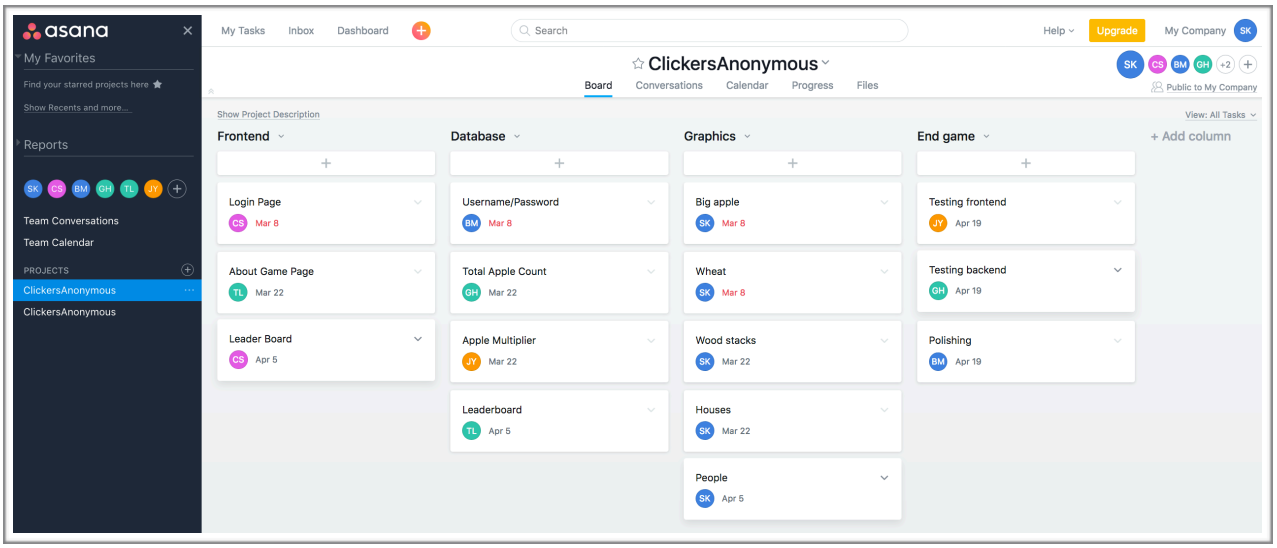
- Frontend
    a. Login page
        a. This requirement refers to the actual page that shows up when a user goes to login or sign up. This is a functional requirement as it is necessary for the user to be able to login and that can only happen effectively with a good user interface for them to do so.
    b. Logout page
        a. This requirement is similar to the first one but in reverse. Users need to be able to log out if they wish, therefore again this is a functional requirement.
    c. About the game page
        a. This requirement is a non-functional requirement, though still very important. This requirement is a page on a separate tab from the main game that will outline what the game is and how to play it. This gives users a chance to better understand the game before they jump in.
- Database
    d. Login
        a. This requirement is functional, it refers to the fact that we need to make it possible to keep login information in a database so that we can allow users to be able to log in and keep track of their progress.
    e. Field in the table that keeps track of multiply
        a. This requirement is also functional. This keeps track of the current multiplier that a logged in user has on their clicking.This allows the user to log out and log back in and still have the same multiplier.
    f. Field in the table that keeps track of the current count
        a. This requirement is also functional and quite similar to the last requirement. This keeps track of the current apple count that a logged in user has.This allows the user to log out and log back in and still have the same total amount of apples that they had before.
    g. Leaderboard viewing
        a. This is a functional requirement but not a super important one. We want to be able to show the users a leaderboard of all logged in users. This would require us to be able to pull from the database live and display the top scoring users.
- Graphics

h. Big Apple
    a. All of the requirements in this category are non-functional requirements. This requirement is the large apple that will be the center of the users view of the game. This is the graphic that the user will click in order to progress in the game.
i. Wheat
    a. This is mostly an aesthetic feature to help give the mood of the game to the user.
j. Houses
    a. These are going to be houses that are gained as an upgrade once the population has risen enough and the user has gained enough wood.
k. People
    a. These are going to be little representations of the current population the user has gained.
l. Wood
    a. This is going to be a stack of wood that is used to represent how much wood the user has gained.

- User experience/Actual game explanation:
    m. Start with Apples as a resource, increment with every click.
    n. Once the Apples get to a certain point, the population can increment and the user will start having a multiplier of Apples/second.
    o. We plan to add more resources, Wood and Sheep, once we have the system working with just Apples.

—> **<u>Sprints:</u>**

- We anticipate needing about 4 sprints to complete the project this semester.
    p. 1st Sprint:
        a. Login page
        b. Username/Password in database
        c. Big apple, wheat
    q. 2nd Sprint:
        a. About game page
        b. Total apple count, apple multiplier
        c. Wood, houses
    r. 3rd Sprint:
        a. Additional features
        b. Leaderboard
        c. Aesthetic graphics
    s. 4th Sprint:
        a. Polishing of everything
        b. Testing of frontend, backend
- Screenshots of Asana:



- The screenshot shows all of our categories with all the tasks we have outlined thusfar. All the tasks are ordered from highest priority (top of column) to lowest priority (bottom of column). All of the tasks have a “due” date, the date on which we are trying to have that portion done. We tend to meet on Thursdays so all of the dates are Thursdays so that we can talk about progress and make any necessary edits or reimagining. All tasks are currently assigned and all members of the group have tasks assigned to them. The sprints can be seen in the due dates.

—> **<u>Agile Scrum:</u>**

- Attendees: All members
- Date/Time: March 8, 2018 / 5pm
- Questions:
    1. What have you done since last time?
    2. What are you going to do for next time?
    3. What’s preventing you from doing that?
- Answers:
    4. Answers to first questions:
        1. Story : Apple graphic, wheat graphic
        2. Benjamin : Practicing queries with NodeJS, ER diagram
        3. Graham : Read a lot about firebase and how it uses databases and how to implement that
        4. Christian : Login page, changed the looks of the main page
        5. Quinn : Working on familiarizing self with mySQL and communication between frontend and backend
        6. Justin : Learning more about NodeJS
    5. Answers to second question:
        1. Story : Wood graphic
        2. Benjamin : Familiarize self with code we already have
        3. Graham : Try to get anything into the database
        4. Christian : Fix the looks of the login page
        5. Quinn : Add some more to the about game page
        6. Justin : Apply the things I’ve learned to our games
    6. Answers to third question:
        1. Story : Lack of time, difficulty

2. Benjamin : Lack of time
3. Graham : Difficulty, unfamiliarity
4. Christian : Lack of time
5. Quinn : Lack of familiarity
6. Justin : Lack of time

- Retrospective:
  - The entire team enjoyed the mock Agile scrum. We met at the UMC and stood around a 6 person table. We each answered the three questions outlined above in order. We each answered the first question in order around the table, then moved to the second question, and finally the third. We enjoyed that standing allowed us to keep our energies up as meetings about group projects typically have low energy and it's easy to lose track of the point. Standing and answering pointed questions allowed us to keep our minds and discussion on track and helped us feel that we are keeping up good progress and open discussion. It is also great to have a more frequent check in sessions as this allows us to keep track of how the project is going real time and catch any problems before they arise. We feel that this method of keeping the group together regularly and checking the progress of our individual tasks is very important to the success of our project.