

Sprint 4 Plan - SlugDex

Sprint Completion: 11/29/2022

Team Name: The Slug Surveyors

Current Revision: V1.0

Revision Date: 11/14/2022

Goal:

The main goals of Sprint 4 are to show user progress through a leaderboard system, implement map layover/finalize UI, and have customizable user profiles.

User Stories and Tasks:

Story 1: Show User Progress

Description: As a player, I want to see my progress so that I can compete with other players and feel a gaming experience.

Tasks:

- Allow username to be added/edited
 - 3
- Create leaderboard to show all user's progress
 - 8
- Calculate the order at which users should be displayed (using rarity, number of locations discovered, time playing, etc.)
 - 8

Story 2: Implement Custom Art and Finalize UI

Description: As a user, I want an intuitive user interface that makes the app enjoyable to use.

Tasks:

- Finalize Login UI
 - 3
- Finalize map screen UI
 - 5
- Finalize Dex Page UI
 - 3
- Implement entry rarity based on discovery statistics
 - 2
- Finalize Slugdex Logo
 - 3
- Upload new app icon
 - 1

Story 3: User Profile

Description: As a user, I would like a customizable profile to associate my progress with.

Tasks:

- Custom Username
 - 4
- Custom Profile Image
 - 7
- Separate Profile from Settings
 - 4

Backlog: Allow users to store their own locations

Description: As a player, I want to save my own custom locations so that I can keep track of places I discovered and share them with my friends.

Tasks:

- Need interface to show user's locations
 - 8
- Pull user coordinates and let them add it to a list
 - 5
- Load list(s) of locations that the user has already made
 - 8

Team roles:

Troy: Developer

- Story 1: Show User Progress
- Story 2: Implement Custom Art and Finalize UI

Kyle: Product Owner, Scrum Master, Developer

- Story 2: Implement Custom Art and Finalize UI
- Story 3: User Profile

Bayley: Developer

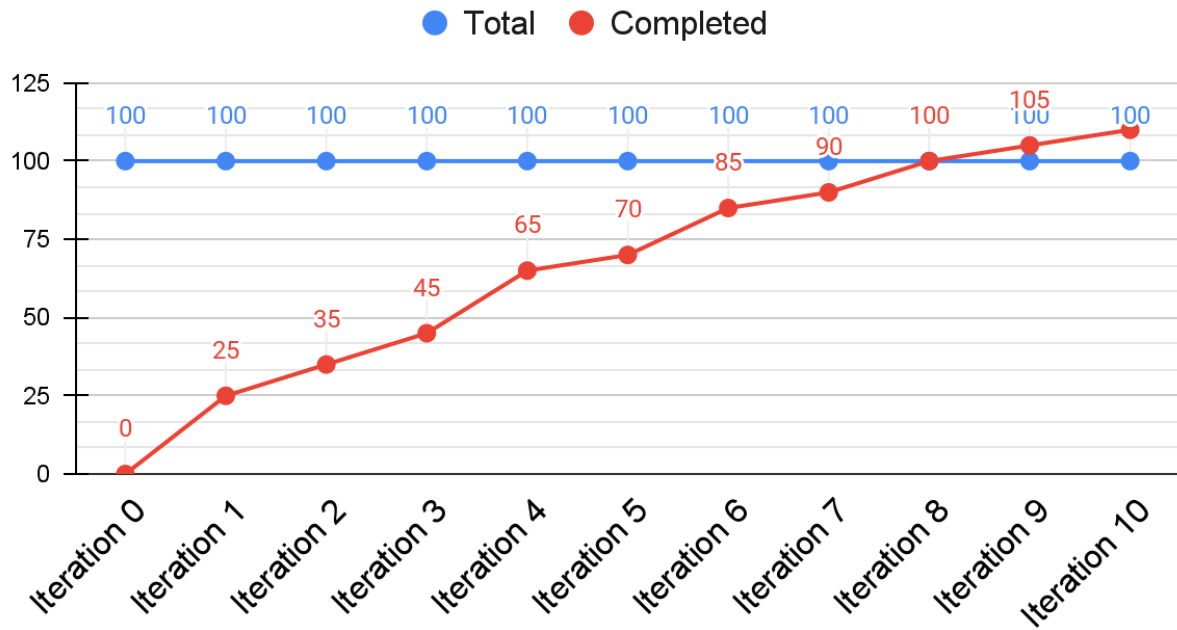
- Story 2: Implement Custom Art and Finalize UI
- Story 3: User Profile

Jon: Developer

- Story 1: Show User Progress

Initial burnup chart:

Burnup Chart



Initial scrum board:

[Sprint 4 Trello](#)

Sprint 4: Almost There!

Workspace visible

Board

User Stories

Story 1: Show User Progress

Update Discovery Statistics in Database

Dynamic Entry Rarity based on Discovery Statistics

Implement a Leaderboard and User Ranking

Story 2: Implement Custom Art and Finalize UI

Finalize Slugdex Logo, Loading Screen, App Icon

Finalize Dex view UI

Finalize Login UI

Finalize main map screen UI

Implement custom map tile overlay

Looking Into

Tasks that you haven't started but are looking into

Add a card

In Progress

Tasks that have been started

Add a card

In Review

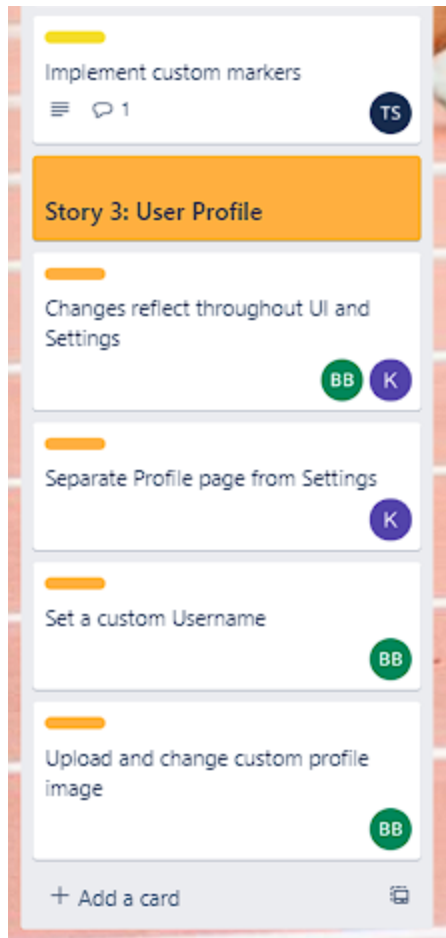
Pull request made; waiting to be reviewed (click to see info)

Add a card

Completed

All features complete and merged into dev branch

Add a card



Scrum times:

- Monday: 9:30-9:45am, TA Meeting 4-5pm
- Wednesday: 9:30-9:45am
- Friday: 9:30-9:45am