Boggle Group 3: Sprint 1

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Project Management: Setting Priorities

Minimum product: Game launch screen and other UI elements for presentation

Based on the necessity to have something to show on a device, we prioritized "front end" elements over underlying algorithms.

Began researching future work, including solutions for multiplayer, implementing a Boggle board setting algorithm, and database for words.

Used a "divide and conquer" strategy to split up work, while keeping open lines of communication in case issues came up.

Stories for Sprint 1

Create Landing Page with Single Player, Multiplayer, and High Scores Buttons	✔
Create UI for Board, Including Letter Selection	Partial
Pick a Database and Implement Legal Words Database	Partial
Implement 3 Minute Timer	✔
Document Design of Application	✔

Demonstration

Stories for Sprint 2

Finish Implementing UI for Word Selection on Board	
Finish Implementing Database with All Valid Words	
Implement Word Verification and Acceptance/Rejection Message to User	
Implement Boggle Board Setting	
Feature: Once Timer Completes, Show 'Game Over' Screen	
Continue Researching Multiplayer Solutions	