TO DO:

Ben:

·        Convert to React.

·        Form to input game scores.

Jacob:

·        Change background behind slideshow to blue with white border around photos.

·        Give photo information below slideshow.

·        Get information from DB instead of being hard-coded in for all parts of website.

·        Create an “add events” page.

·        Add events from the “add events” page to DB.

·        Add ability to register for events to the Events Home Page.

·        Add ability to unregister for events.

·        Add limit to the number of people who can register for events to events table in DB.

·        Add wait list table to DB linking Events and Users.  Also include order in which they were put on wait list.

·        Implement search feature for users.

·        Implement search feature for charities.

·        Implement search feature for events.

·        Implement search feature for games.

Matthew:

·        Link back to Profile once registered (Homepage before users are in DB)

·        Add user to DB from Register

·        Implement logging in.

·        Once users are logged in, change “login / sign up” to “My Profile”.

·        Change profile page so that when you are not on your profile, you cannot edit it, but when you are on your profile and signed in, you can edit it.

·        Create Event Home Pages and link them to the date buttons in the events list.

·        Create Charity Home Pages and link them to the “Learn More” button in the charities list.

·        Add ability to change your charity when signed in with the “Select” button in the charities list.

·        Create Game Home Pages and link them to the “Learn More” button in the games list.

·        Add ability to start playing games from games list when signed in with the “Play” button.  If they have not paid for the game, take the user to the payment form instead.

Long Term Plan:

Week of 02-12 and Week of 02-19: finish Short-Term To-Do List:

* User Stories:  1, 4, 5, 6, 8, 9, 11, 12
  + As a developer, I want to convert the current web application to a React based application, so that the web application will be a single page application.
  + As a user, I want to be able to create an account, which would allow me to save personal information.
  + As a player, I want to be able to view information about charities to better inform my donations.
  + As a player, I want to be able to choose the charity that my winnings go to so that they may benefit.
  + As an organizer, I want to be able to know who has donated so that I can allow them to play.
  + As a participant, I want to be able to search by charity to see which players are playing for which charities so that I can select players based on charity to give goals.
  + As a participant, I also want to be able to search for specific players so that I can give them goals to support them.
  + As a participant/organizer, I want to be able to see statistics about each player so I can identify player habits/skill.
  + As a participant/organizer, I want to be able to see a list of users currently supporting a charity to better organize donations.
  + As a developer, I would like to be able to manually input game scores into an html form, so that we can display high scores on the game page

Weeks of 02-26 and 03-05: implement PayPal support:

* User stories:  2, 3, 6, 10, 13
  + As a user, I want to be able to securely store/update payment information *(via PayPal?)* and see a list of previous transactions/donations.
  + As an organizer, I want the ability to collect money for a pool so that it can be redistributed daily to the appropriate charity.
  + As an organizer, I want to be able to know who has donated so that I can allow them to play.
  + As a participant/organizer, I want to be able to see a list of top donators so that I can support key players.
  + As a participant, I want to be able to select a payment plan to be able to participate in games and ensure donations are being provided.

Week of 03-12: begin implementing currently available Open Source Game (2048):

* User stories: 14
  + As a participant, I want to have achievements to gamify the charity and give a sense of accomplishment.

Week of 03-19: finish implementing currently available Open Source Game (2048):

* User stories: 14
  + As a participant, I want to have achievements to gamify the charity and give a sense of accomplishment.

Week of 03-26: begin working on our own game.