Milestone 2: Project Tools & Agile Methodology Summary

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Project Requirements:

Functional:

- Login page requiring a unique username/password
    - Button to go to account creation page
    - Box to enter username
    - Box to enter password
    - Title of the game above the login boxes
- A word search game for the user to play after logging in
    - Multiple levels to choose from
- A space for user input that checks if their guess exists in the word-search
    - Only accepts alphabetic data entry
- A space to display current score
- Home button
    - On every screen excluding the home and login screen
- Logout button
    - On home screen
- Level select screen
    - Indicator for previously completed levels
- Username and score listed at top of the page

Non-Functional:

- Database to store user information including username, password, and highscore

- User input not case-sensitive

- Logout button takes you back to the login page

- Can't access the rest of the game until successfully logged in (feedback if username and/or password are incorrect)

Project Plan:

Number of sprints: 3

Sprint 1 (3 weeks):

      Login Screen

      User Interface (Initial Level Select/Game Start) (include 1-2 demo levels potentially)

      NodeJS

Sprint 2:

      Create and implement database for user logins

      User Interface (Level interface)

      Account creation page

Sprint 3:

      Final User Interface

      Link any remaining pages (login/account creation/game/etc)

Stretch Goals:

      Add Additional Features (possibly high scores)

Agile Meeting Summary:

In our agile/retrospective meeting, we all covered what we had accomplished since our last meeting. This was mostly comprised of beginning to learn javascript for our project. Everyone agreed that it was difficult to plan ahead with milestones being posted rather

sporadically. Things that went well were improved communication over the course of the week as well as starting to make progress on learning the necessary skills to complete the project. The main thing that did not go well was a lack of work completed over the week as it related to completing the milestone. Things that need to be improved on included time management, proactive work completion, and a more concrete outlook going forward. From the sprint retrospective meeting we outlined individual tasks to be completed over the next week as we progress through our 3 week sprint. These tasks mostly related to different coding elements of the project including creating the login screen, to learning NodeJS, to writing the javascript for the main UI.

Project Management Tool Documentation:

Milestones:

✓	Milestone 2: Project Tools and Agile Methodology	Today
✓	Milestone 3: Individual Student Meetings and Project Demo	
✓	Milestone 4: Database Design	
✓	Milestone 5: Application Testing Plan	
✓	Milestone 6: Project Presentations	
✓	Milestone 7: Final Submission	
✓	Milestone 8: Peer Evaluation and Project Reflection	

Sprint 1 (10/14 - 11/4):

✓	NodeJS	Oct 21	MP

Login Screen:
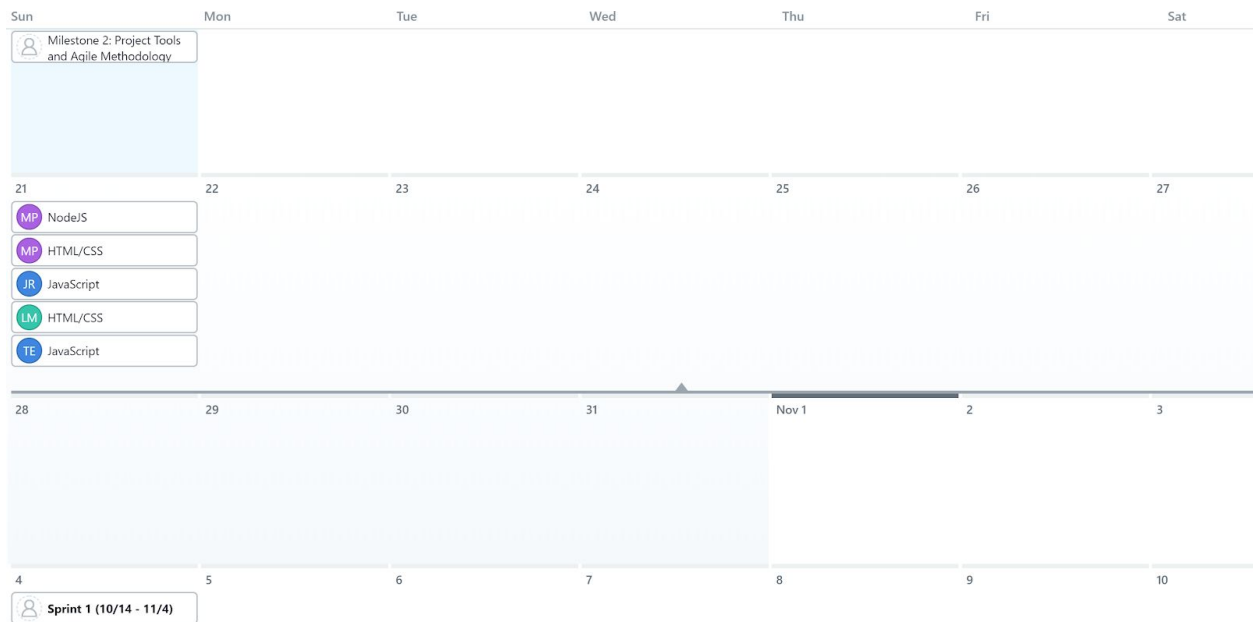
✓	HTML/CSS	Oct 21	LM
✓	JavaScript	Oct 21	JR

First UI:

✓	HTML/CSS	Oct 21	MP
✓	JavaScript	Oct 21	TE

Stretch Goals:

✓	Random Board Generation

Sun	Mon	Tue	Wed	Thu	Fri	Sat
21 👤 Milestone 2: Project Tools and Agile Methodology	22	23	24	25	26	27
28 MP NodeJS MP HTML/CSS JR JavaScript LM HTML/CSS TE JavaScript	29	30	31	Nov 1	2	3
4 👤 Sprint 1 (10/14 - 11/4)	5	6	7	8	9	10

NOTE: Planning at this stage is difficult as we must also plan around learning through labs and completing Milestones