Bad-A..-Score-Tracker
(Deliverable 1)

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01: Overview of the Intended Application & Why It's Valuable

As a quarantined individual and administrator, I need an easy way to run a game while video chatting on zoom with my friends that is:

- Easy for players to join and use (think less technical audiences)
- Easy to score as an administrator
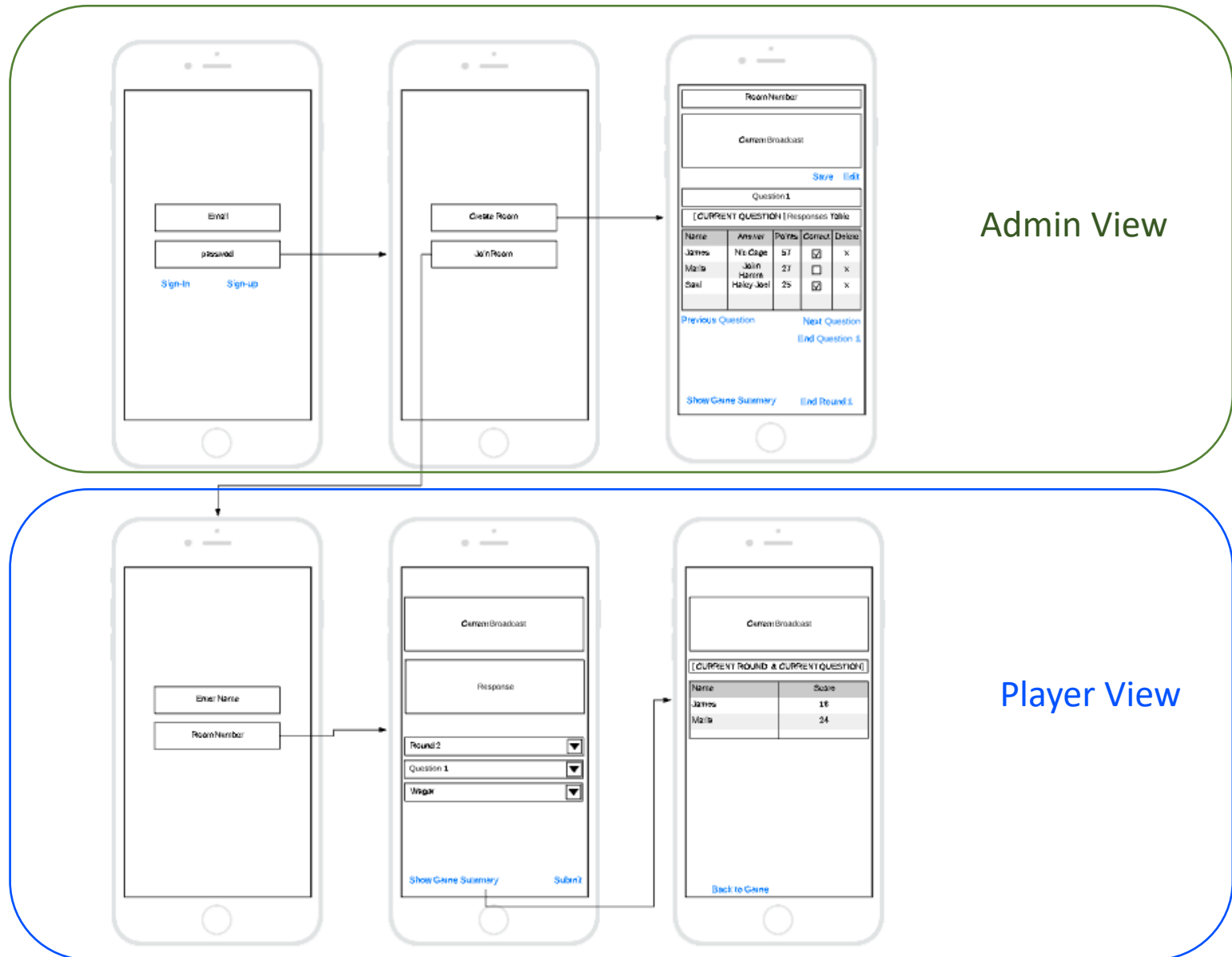- Could apply to several different types of games (Trivia game is MVP)

Players value:

- Easy to answer questions
- Easy to see the leaderboard
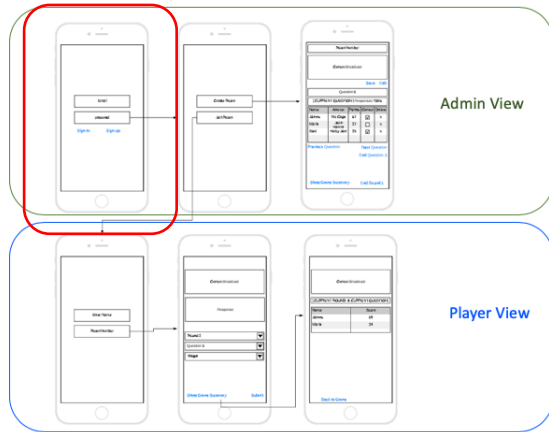
Administrator value:

- Easy to collect answers
- Easy to score

02: Screen-by-Screen Design Layout
Overall (Details on next slides)

Admin View

Player View

Flow: Administrator

Admin View

Player View

User Functionality:
- Sign-in
- Sign-up

Technical Components:
- Authentication
- Authorization
- Tokenization

Email

passwod

Sign-In   Sign-up

Flow: Administrator

Admin View
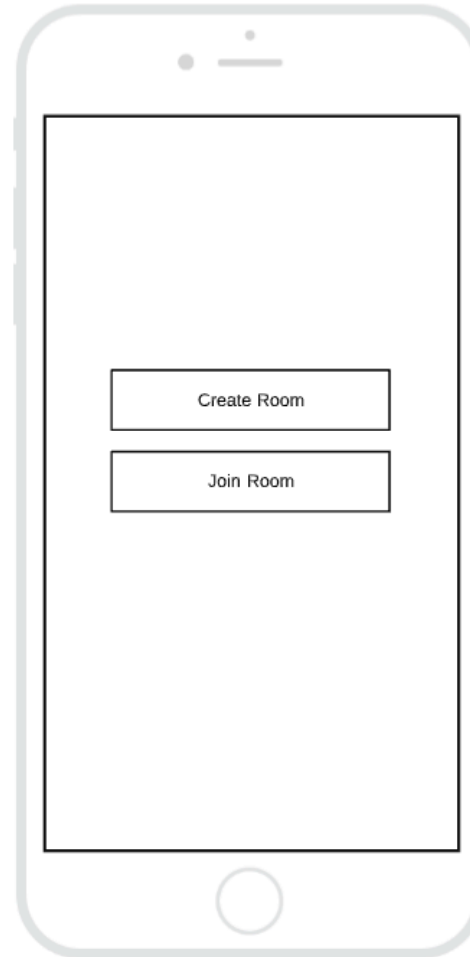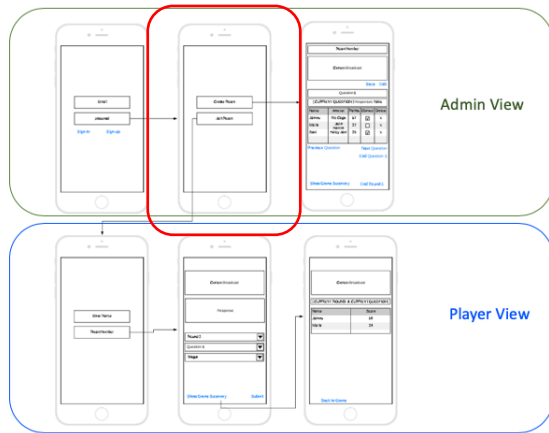
Player View

User Functionality:
- Create a Room
- Join a Room (sends to player flow)

Technical Components:
- Routing

Create Room

Join Room

Flow: Administrator

Admin View

Player View

Technical Components:

- Broadcast
  - CRUD & displays only 1 at any given time
- Grading the answers:
  - Graded components
- End Question n
  - Publishes to summary screen, updates score and makes read only going forward
- Next/Previous Question
  - Routing
- End Round n
  - Ends the round
- Show Game Summary
  - Routing

Room Number

Current Broadcast

Save   Edit

Question 1

[CURRENT QUESTION] Responses Table

Name	Answer	Correct	Delete
James	Nic Cage	☑	x
Maria	John Hamm	☐	x
Saul	Haley Joel	☑	x

Previous Question   Next Question

End Question 1

Show Game Summary   End Round 1

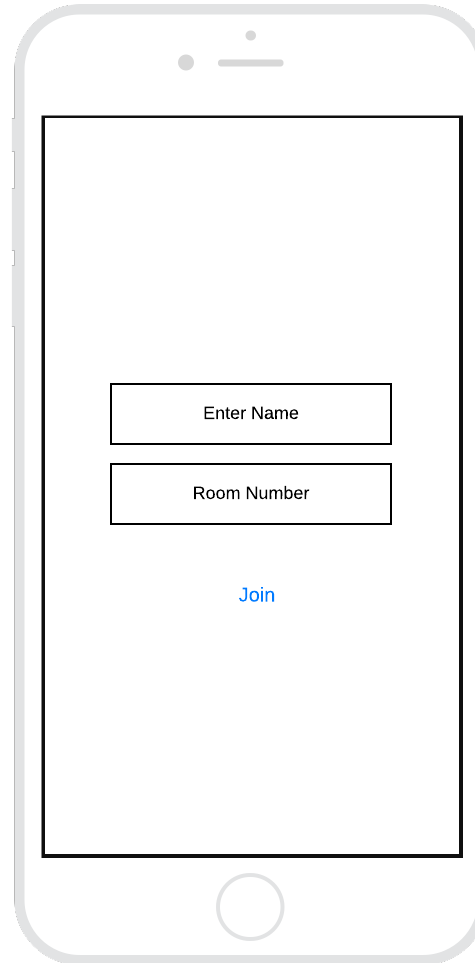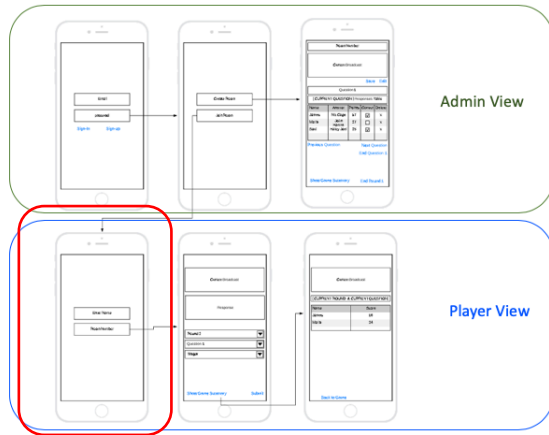**User Functionality:**

- Broadcast
  - Share a message with the room players
  - Only a single Broadcast exists at any 1 time
  - Create, save, update, delete
- Grading the answers
  - Check box when answer is correct
  - Delete/clears user's answers if they made a mistake
- End Question n
  - Once all players question n are graded, end the round – no changes after this
- Next/Previous Question
  - Moves to next question
- End Round n
  - Once last question is done for the round, end the round and save
- Show Game Summary
  - Navigates to Player & Admin summary

6

Flow: Player

Admin View

Player View

User Functionality:
- Type in name
- Type in a room number
- Join the room

Technical Components:
- Routing
- CRUD features

Enter Name

Room Number

Join

Flow: Player

Technical Components:
- Broadcast
  - Read only view of the message
- Response
  - Text box
- Round Dropdown
  - Component
- Question Dropdown
  - Component
- Wager (not MVP)
  - Component
- Show Game Summary
  - Routing
- Submit
  - CRUD

**Will attempt to affect user experience on admin state so drop down items could change
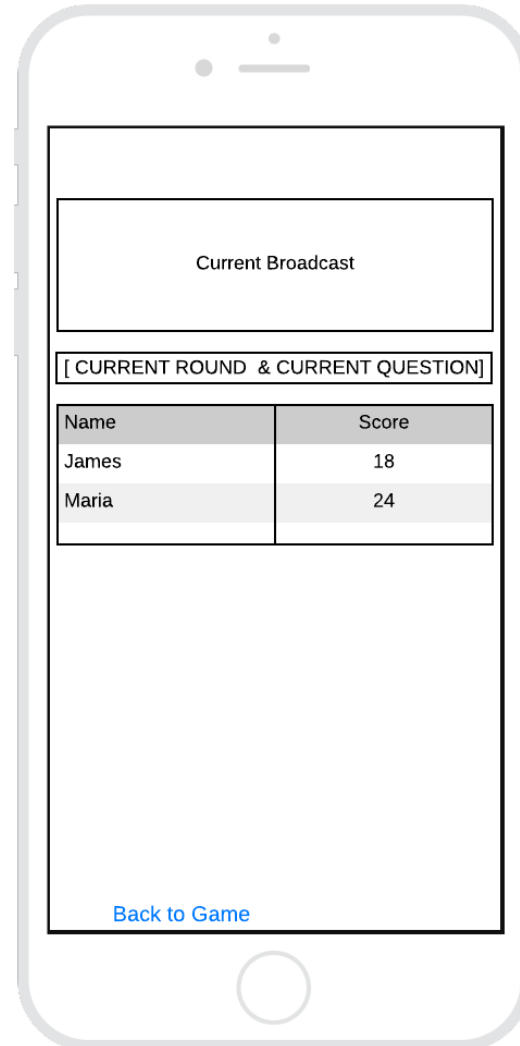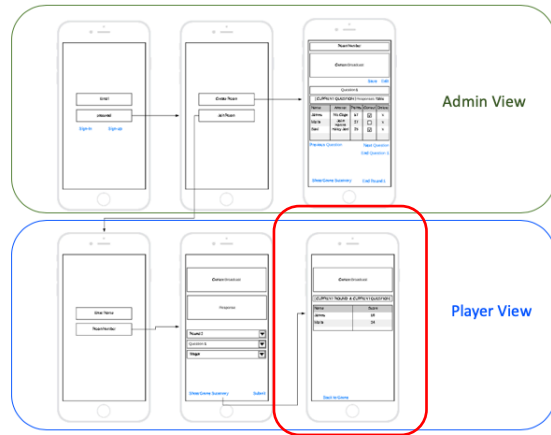

User Functionality:
- Broadcast
  - See/read the message from the admin
- Response
  - Answer to the question
- Round Dropdown
  - Drop down to current round
- Question Dropdown
  - Drop down to the current question #
- Wager (not MVP)
  - Wager points (or additional points) for the question
- Show Game Summary:
  - Navigates to Player & Admin summary
- Submit
  - Submits the question for grading

Flow: Player & Admin

Admin View

Player View

Technical Components:
- Broadcast
  - Read only view of the message
- Current Round/Current Question
  - Component
- Score by Player
  - Component
  - Sorted by highest score
- Back to Game
  - Routing
- CSS for 1st, 2nd, and 3rd

Current Broadcast

[CURRENT ROUND & CURRENT QUESTION]

Name	Score
James	18
Maria	24

Back to Game

User Functionality:
- Broadcast
  - See/read the message from the admin
- Current Round/Current Question
  - Display current round and question
- Score by Player
  - View the scores overall by each player
- Back to Game
  - Routes back to current question
- Winner at the end & Icons for 1st, 2nd and 3rd
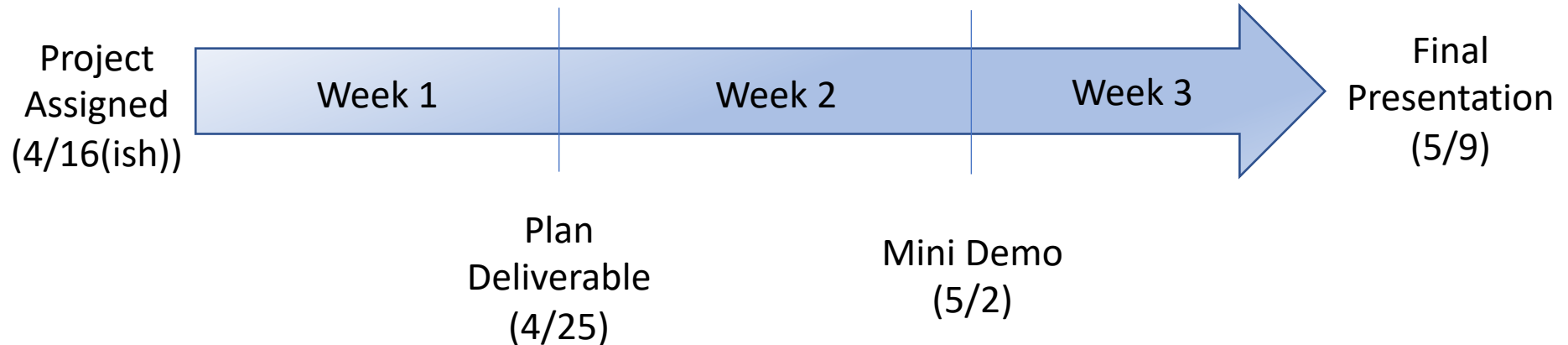
03: Breakdown of Roles by Group Member

Project
Assigned
(4/16(ish))

Final
Presentation
(5/9)

Team Member	Responsibilities
Jess	• Models / Seeds • Presentations/Prototypes/Mockups • Assist with components
Jeremy	• Set up of GitHub, Heroku, Base React App • Basic Main User Room Functionality • Basic Main Admin Room Functionality
Zac	• Authorization/Authentication • Homepage for Admin & Player • Assist with components
Nate	• Basic Game Summary Functionality • Assist with components • Routing

04: Schedule of Work

Project Assigned (4/16(ish))   Week 1   Week 2   Week 3   Final Presentation (5/9)

Plan Deliverable (4/25)

Mini Demo (5/2)

Key Items:
- Set up Github
- Heroku linkage & pipeline set up
- Created base react app
- Designed prototypes & functionality
- Models developed
- Tested Socket.io
- Plan 1 deliverable

Key Items:
- Authorization
- User Room - Room view
- Admin – Main Room view
- Mini Demo Presentation

Key Items:
- Game Summary view
- Bug fixes
- Enhancements as time allows
- Production Deployment
- Final Presentation

05: Screenshot of PM Board

- Assignee & priority order are in the backlog column
- Backlog will also include some enhancements as time allows
- Project Board: https://github.com/firefreet/bad-a..-score-tracker/projects/2