# Sprint 1 Backlog

| User Stories | Tasks | Story Points | Dependencies |
|---|---|---|---|
| U1 | T1 | 3 | - |
| U1 | T2 | 2 | - |
| U1 | T3 | 2 | T2 |
| U1 | T4 | 3 | T1 |
| U2 | T5 | 2 | - |
| U2 | T6 | 2 | - |

1 story point = 1 hour of work

**U1:** As Karen/Ben (a statistics Professor) and Jenny (a TA), I would like to be able to create a new assignment and write problems with their corresponding solutions.

**T1:** Build functionality in Java for a user to create a new assignment and enter problems and solutions through the command-line in which the assignment gets saved as a .csv file (assignment#.csv, where # is the assignment number) in the format:

```
problem id (integer), problem (string), solution (string),
        optionA|optionB|optionC|optionD (string)
```

Where each problem is on its own line and the first row in the .csv file is dedicated to information regarding when the assignment was created and when it is due.

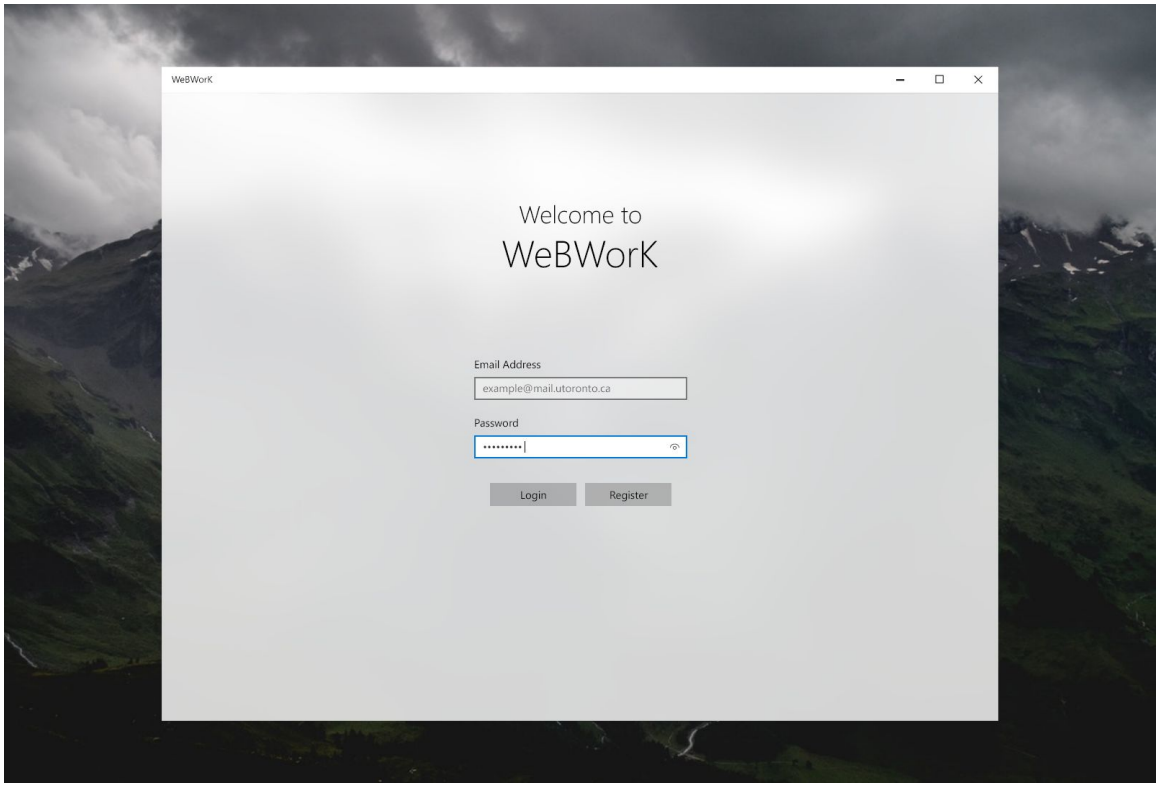
**T2:** Add functionality to register and login from command-line by storing/loading users and their hashed passwords located in a .csv file (users.csv) in the format:

```
user id (integer), hashed password (string)
```

When user registers, hash their password using SHA256 and upon logging in, hash the password the enter with the one in users.csv to determine a match.

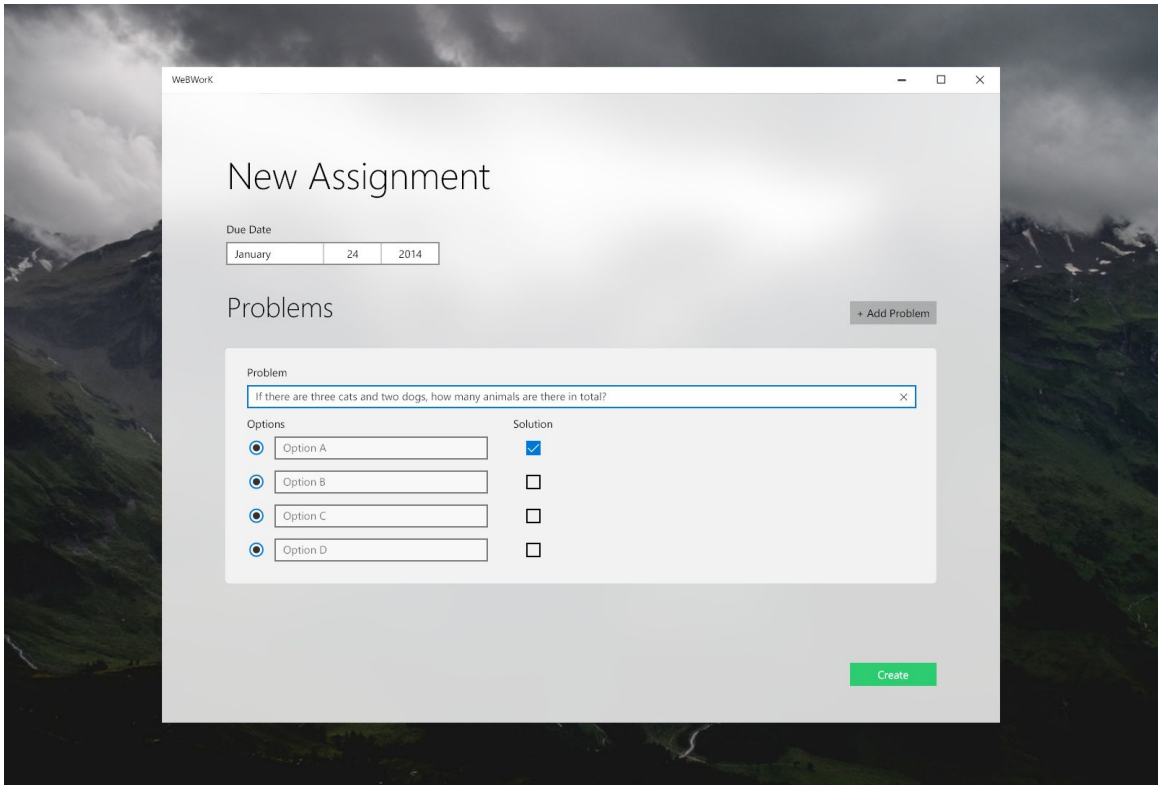
**T3:** Develop registration and login UI (UI window 1) with Swing and integrate existing command-line functionality.

Mockup:




**T4:** Build interface (UI window 2) using Swing/AWT for TAs and Instructors to with functionality of the command-line version for creating assignments.

Mockup:

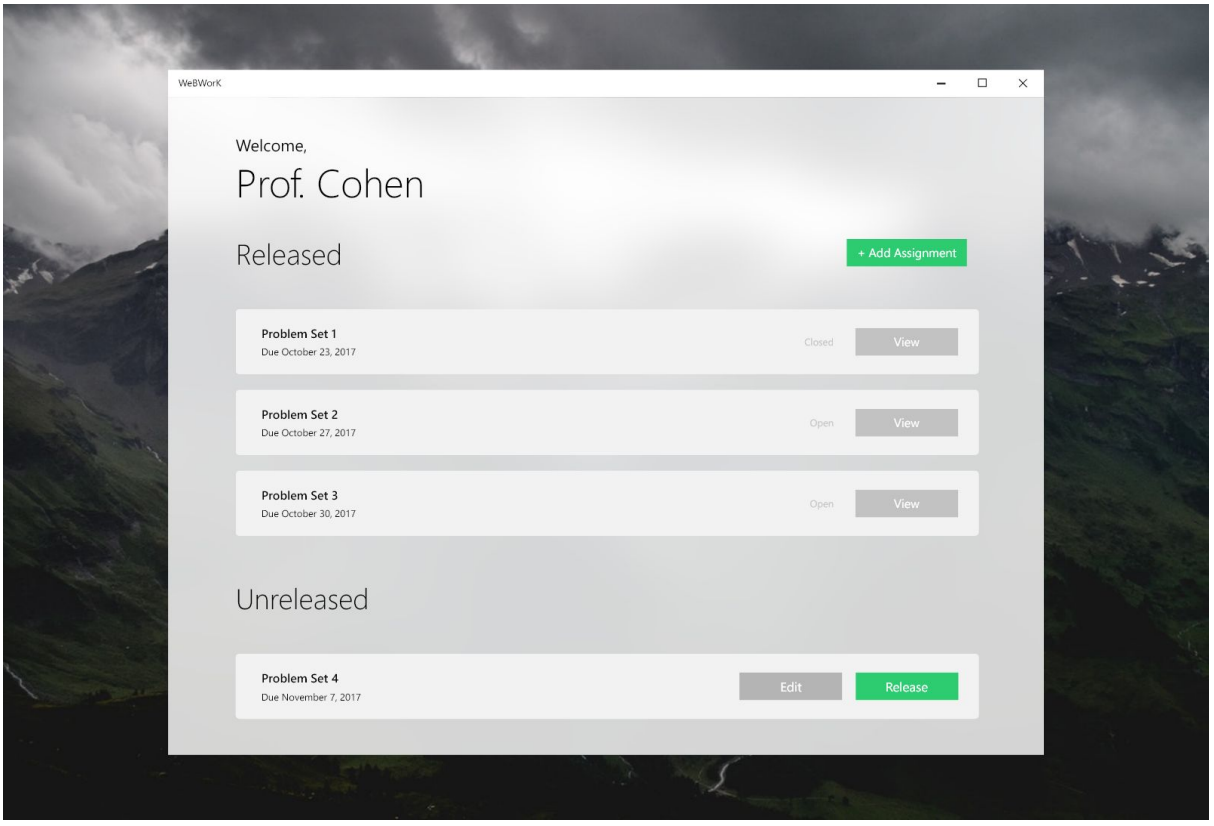


**U2:** As Karen/Ben (a statistics professor) and Jenny (a TA), I would like to be able to modify or remove an existing assignment question and/or solution.

**T5:** Implement UI (UI window 3) that lists all assignments that are released/unreleased by parsing through all assignment files in the directory

**T6:** Create button per assignment listing to edit the corresponding assignment problems. The button ultimately takes the user to the same (or slightly modified) assignment creation UI (UI window 2), in which the assignment's data is retrieved from the file (assignment#.csv), but with "Save" at the bottom instead of "Create".

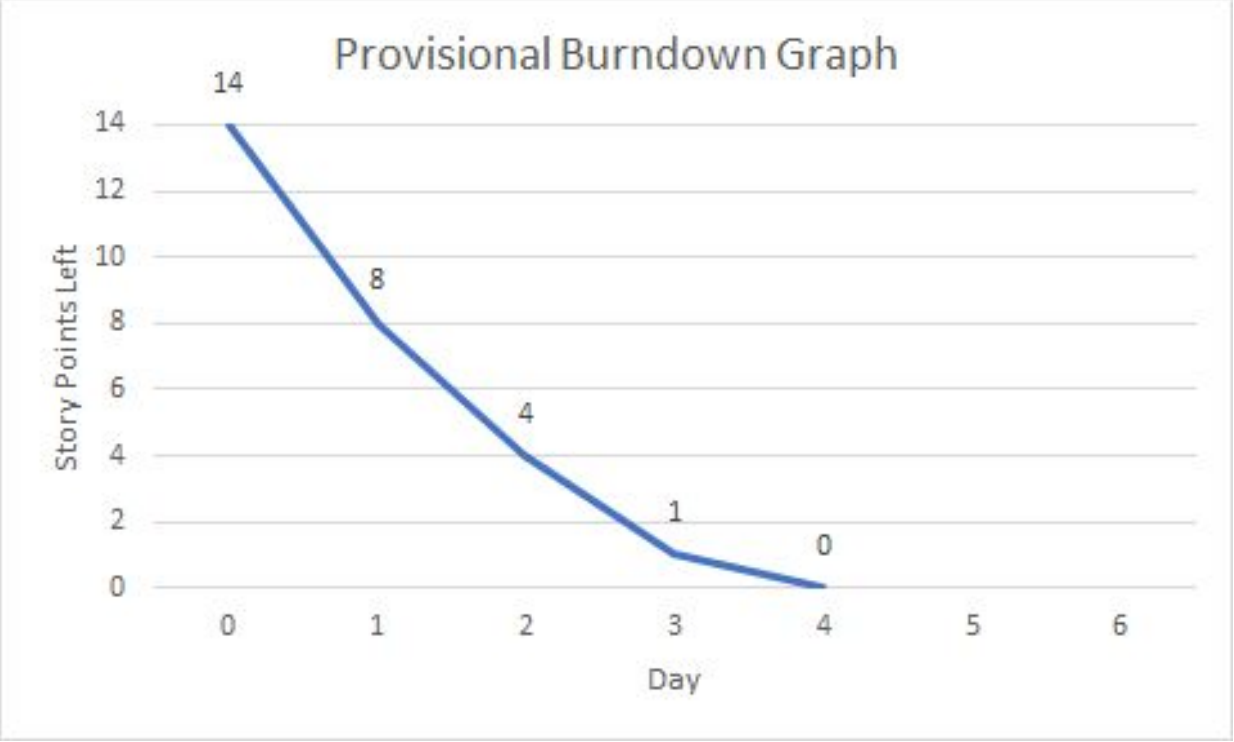
Mockup:



# Provisional Burndown Chart

| | Task Points | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 | Day 6 |
|---|---|---|---|---|---|---|---|
| T1 | 3 | T:2 | T:1 | | | | |
| T2 | 2 | J:2 | | | | | |
| T3 | 2 | | A:2 | | | | |
| T4 | 3 | | | F:2 | F:1 | | |
| T5 | 2 | O:2 | | | | | |
| T6 | 2 | | O:1 | O:1 | | | |

J - Julian [story points per day = 2]
A - Abhay [story points per day = 3]
F - Felix [story points per day = 2]
T - Tito [story points per day = 1-2]
O - Olivia [story points per day = 1-2]



# Final Burndown Chart

| | Task Points | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 | Day 6 |
|---|---|---|---|---|---|---|---|
| T1 | 3 | | | | | A:3 | |
| T2 | 2 | | | | | J:2 (AM) | |
| T3 | 2 | | | | | F:2 (PM) | |
| T4 | 3 | | | | | | |
| T5 | 2 | | | | | | |
| T6 | 2 | | | | | | |

J - Julian [story points per day = 2]
A - Abhay [story points per day = 3]
F - Felix [story points per day = 2]
O - Olivia [story points per day = 1-2]
T - Tito [story points per day = 1-2]