Project Plan

Pokeracer

Start Date: 4th of September 2023

End Date: 18th of January 2024

Description

Most people know the game Typeracer, where you can challenge your friends or race other people online to see who can type the fastest. I wanted to make something similar but with something I liked, Pokémon. So I decided to make a Typeracer styled game but for guessing Pokémon. Invite your fiends to race against and see who can guess the most Pokémon in the given time. You are able to set the time yourself and which generation of Pokémon you want to guess. If you don't have any friends (or just want to practice) there is a separate practice mode where you can set a time and a generation and just start practicing your Pokémon guessing. How many can you name within a minute? My highscore was 32 guessed correctly.

Contents

[Sprints 2](#_Toc156566790)

[Sprint 1: Startup 2](#_Toc156566791)

[Sprint 2: Design + Development 2](#_Toc156566792)

[Sprint 3: Development 2](#_Toc156566793)

[Sprint 4: Development 3](#_Toc156566794)

[Sprint 5: Finale 3](#_Toc156566795)

[Timeframe 4](#_Toc156566796)

# Sprints

## Sprint 1: Startup

Setup requirements / User Stories

Create a trello board to sort the tasks that I have to do.

Research front-end framework

Design the C-Diagrams (C1, C2, C3)

Define the technology stack that I am going to use:

- Languages

- Frameworks

- Database

Investigate an PokeAPI to retrieve pokemon data.

Setup Git Repository

## Sprint 2: Design + Development

Create an Database Design

Setup UseCases

Based on the UseCases, create TestCases

Setup the Front-End Project

Setup the Back-End Project

Implement the first stages of the PokeAPI connection

Setup CI/CD pipeline in git and integrate SonarQube as the Static Code Analysis.

## Sprint 3: Development

Research #2 about Security

Frontend:

Create a Homepage, Practice page and a FriendList

Create a Navbar

Implement Auth0 as a Login Provider

Backend:

Get started with creating the API

Integrate the Database.

Implement Auth0 as a Login Provider

Implement Authentication and Authorization.

implement the rest still needed for the PokeAPI

Testing:

Write UnitTests for the backend

Write IntegrationTests for the Backend

Implement the testing into the CI/CD pipeline

## Sprint 4: Development

Frontend:

Create a chatbox

Integrate Websockets for the chat

Backend:

Integrate Websockets for the chat

Testing:

Write End-To-End tests for the frontend

## Sprint 5: Finale

Polish the application

Polish Documentation

Integrate any remaining feedback into the application

UX report

# Timeframe

Sprint 1: Startup (Weeks 1-2)

Sprint 2: Design (Weeks 3-6)

Sprint 3: Development (Weeks 7-10)

Sprint 4: Development (Weeks 11-14)

Sprint 5: Finale (weeks 15-18)