# 6Sprint 1 (8 Oct – 22 Oct)

# **Team members: Kieran Best, Reem Khider, Liviu Ciuca, Kristiyan Stoyanov**

### Product Backlog:

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| --- | --- |
| Gamer story | Estimate |
| As a Gamer, I want a functional simple interface to be able to navigate the application | 2/10 points |
| As a gamer I want the interface to connect to a database. | 8/10 points |
| As a gamer, I want the quiz to be multiple choice questions. | 3/10 points |
| As a gamer, I want the quiz questions to be level based like level 1 for easy questions and level 2 for intermediate questions and so on | 3/10 points |
| As a gamer, I want a sign-up/log in button, to keep track of my progress. | 5/10 points |
| As a gamer, I want the GUI to look modern and be fast. | 2/10 points |
| As a gamer, I want the questions to be timed like 20 second per question to prevent people googling the answers. | 6/10 points |
| As a gamer, I would like my scores to be stored in a database, to keep track of my score/points. | 8/10 points |
| As a programmer, I would like to make my correct answer to be randomised between the four radio buttons. | 7/10 points |
| As a gamer I want to include a feature that badges would be earned after certain points are gained. | 6/10 points |
| As a gamer, I want the right answer to be green/highlighted. | 4/10 points |
| As a gamer, I want an end screen that shows the rank/score I have finished. | 7/10 points |
| As a gamer, I want to be able to compare my score with others so it can be competitive. | 9/10 points |
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### Sprint summary:

In the first sprint we are focusing on creating a link between the database and the forms so that we have the initial building blocks to work from. This will benefit the gamer as it means we won’t create an interface or a database and then must back track thus extending the time taken to complete the project.

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### Code and evidence of version control:

https://github.com/POP-Game-Quiz/Game