

Sprint 2 - Implementing Mafia

1. (20) As a Game Mod, I want to be able to create games so that other people can play on the forums; //create threads (Priority 1)
 - a. ~~Create a game thread table (3 hours)~~
 - b. ~~Allow users to post (2 hours)~~
 - c. Live updating - sending text data into the server, and the server updates the site with visual data based on this text data with no reload. (15 hours)
2. (8) As a Forum User, I need to be able to make posts inside threads so that I can talk to other players and users. (Priority 1)
 - a. ~~Create posts table (2 hours)~~
 - b. Thread-posting interface
 - c. Live updating - sending text data into the server, and the server updates the site with visual data based on this text data with no reload. (15 hours)
3. (13) As a Player, I need to be able to vote for another player, so that we can eliminate a player and the game can progress. (Priority 1)
 - a. Update game/vote table
4. (15) As Mafia, I want my nighttime activities to be inaccessible and hidden from the town so that I can not get caught instantly. (Priority 2)
 - a. Permissions checking (e.g. if mafia, display x; if !mafia, display y)
 - b. Displaying nighttime chat template
5. (3) As a Player/Game Mod, I want to be able to see a tallied vote count so that I don't have to filter through over a thousand posts to do it myself manually. (Priority 2)
 - a. Voting table/schema
 - b. Display interface

Team Roles:

Howard Ting: Product Owner, Developer

Jason Lee: Scrum Master, Developer

Philip Toy: Developer

Orion Song: Developer

Tommy: Developer

Scrum Schedule:

Mon and Wednesdays (Immediately after class outside)

Thursday-Saturday (4 PM)