

## Sprint 1 - Create a live updating thread

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)

Total hours: 20 hours

2. (5) As a Forum User, I want to be able to create an account and username so that I can access the forum. (Priority 1)
  - a. Create a users table (2 hours)
  - b. User interface for creating an account (2 hour)

Total hours: 4 hours

3. (5) As a User, I need to be able to navigate into specific forum categories so that I can get to the games or threads I want to view. (Priority 1)
  - a. Create thread table (2 hours)
  - b. List threads as links/buttons (2 hours)

Total hours: 4 hours

4. (Priority 3) As a Player, I want to be able to sign up for games so that I can play games (Priority 1); //system updates text inside existing threads (via button?)
  - a. Create a game thread table (2 hours)
  - b. Setup/connect list of threads to their correct game threads (1 hour)

Total hours: 3 hours

5. (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. 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)

Total hours: 17 hours

6. (1) As a Forum User, I want to be able to view created games and threads so that I can participate in information exchange and browse the games that I may or may not want to spectate or play (Priority 1)
  - a. Create thread table (2 hours)
  - b. List threads as links/buttons (2 hours)

Total hours: 4 hours

Team Roles:

Howard Ting: Product Owner, Developer

Philip Toy: Scrum Master, Developer, Database  
Jason Lee: Developer

Howard Ting: User story 3, task b

Philip Toy: User story 3, task a

Jason Lee:

Scrum Schedule: Tue-Thurs 6 pm - whenever