CLEVER BIRDS

Group 2
Project Lead: Alice Villar

Project Start:	Sun, 03/04/2022				
Display Week:	1				

Sprints: SPRINT 1 | SPRINT 2 | SPRINT 3

Weeks: 4 Apr 2022 | 11 Apr 2022 | 18 Apr 2022 | 25 Apr 2022 | 2 May 2022 | 9 May 2022 | 16 May 2022

Task	ASSIGNED TO	Hours	PROGRESS	START	END
Epic 1: Development Infrastructure					
Setup github repository	Coppola	20	100%	3/4/22	8/4/22
Verify repository has been created	Coppola	4	100%	8/4/22	9/4/22
Dockerize the application	Coppola	20	100%	9/4/22	14/4/22
Verify that the application has been dockerized	Coppola	12	100%	14/4/22	16/4/22
Epic 2: User registration & login					
Model & create database	Coppola	12	100%	17/4/22	20/4/22
Registration form	Coppola	8	100%	17/4/22	19/4/22
Header	Van Rooven	2	100%	19/4/22	19/4/22
Login form	Van Rooven	4	100%	19/4/22	20/4/22
Delete account	Van Rooven	2	100%	20/4/22	20/4/22
Footer	Van Rooven	2	100%	20/4/22	21/4/22
Home screen	Villar	8	100%	21/4/22	23/4/22
Website Design	Villar	4	100%	23/4/22	24/4/22
Verify header implementation	Coppola	4	100%	23/4/22	24/4/22
Verify if database works	Coppola	8	100%	24/4/22	26/4/22
Verify if user registration works	Coppola	4	100%	26/4/22	27/4/22
Verify if login works	Coppola	4	100%	27/4/22	28/4/22
Verify if footer works	Coppola	4	100%	28/4/22	29/4/22
Verify home screen	Coppola	4	100%	29/4/22	30/4/22
About us page	Villar	4	100%	30/4/22	1/5/22
Privacy policy page page	Wong	4	100%	1/5/22	2/5/22
Epic 3: Game					
Avatar selection	Van Rooven	8	100%	4/5/22	6/5/22
Game engine	Van Rooven	8	100%	6/5/22	13/5/22
Persist score	Van Rooven	12	100%	13/5/22	16/5/22
Epic 4: Chatbot					
Create script	Villar	8	100%	3/5/22	7/5/22
Model script	Villar	8	100%	7/5/22	11/5/22
Build chatbot	Villar	12	100%	11/5/22	17/5/22

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