SPRINT 3

Issue #	Story Title/Task	Description/Associated Tasks	Difficulty Level	Priority	Risk	Assign	Sprint	Status
140	**US.20**	As a seller, I want to upload one or more images to my listing, so that buyers can see what I'm selling.	8	high	low	Alex	4	Complete
149	US.20 - Task 52	Implement Image Upload and Preview on the Create Listing Page Develop a UI component that allows sellers to upload one or more images (with drag-and-drop/file selection) and show a preview before submission.	3	high	low	Alex	4	Complete
150	US.20 - Task 53	Develop Back-End Image Upload Endpoint and Listing Integration Create an API endpoint to accept, validate (file type, size), and store the images. Integrate this so that the images are correctly associated with the seller's listing in the database.	5	high	low	Alex	4	Complete
141	**US.21**	As a seller, I want to mark my listing as sold, so that buyers know it's no longer available.	3	medium	low	Ulysse	4	Complete
151	US.21 - Task 54	Update Listing UI for Sold Status Add a "Sold" button on the seller's own listing page and update the listing feed UI to reflect the "Sold" status.	3	low	low	Ulysse	4	Complete
152	US.21 - Task 55	Implement Back-End Sold Status Update Create/update the API endpoint to change the listing status to "Sold" and ensure this status is persisted in the database.	1	high	low	Ulysse	4	Complete
142	**US.22**	As a seller, I want to be able to delete my listing, so that it's removed from the marketplace feed.	3	medium	medium	Ulysse	4	Complete
153	US.22- Task 56	Update Listing UI for Deletion Add a prominently displayed "Delete" button on the seller's listing view. Implement a confirmation dialog to prevent accidental deletions. Update the UI so that, upon deletion, the listing is immediately removed from the seller's view and marketplace feed.	1	medium	medium	Ulysse	4	Complete

154	US.22 - Task 57	Implement Back-End Delete Listing Endpoint Develop a secure API endpoint to handle deletion requests. Validate that the seller owns the listing before proceeding with deletion. Ensure that the listing is permanently removed from the database.	3	medium	medium	Ulysse	4	Complete
143	**US.23**	As a buyer, I want to start a chat from a listing, so that I can speak to the seller.	8	high	low	Ulysse	4	Complete
155	US.23 - Task 58	Update Listing UI for Messaging Add a "Message Seller" button on the listing detail page. Implement a click handler that triggers the chat functionality.	3	high	low	Ulysse	4	Complete
156	US.23 - Task 59	Implement Chat Conversation Logic in Back-E Create or update an API endpoint to handle cl When the endpoint is called, check if a private If an existing conversation is found, return its	5	high	low	Ulysse	4	Complete
144	**US.24**	As a user, I want to see all listings in a feed, so that I can see items I might want to buy.	11	high	low	Alex, Ulysse	4	Complete
157	US.24 - Task 60	Update Feed UI for Listings Design and implement a marketplace feed pa Ensure the feed updates in real time or on ref	3	high	low	Alex	4	Complete
158	US.24 - Task 61	Implement Back-End Listings API Endpoint Develop an API endpoint that retrieves all acti Ensure the query sorts the listings by creation Implement pagination or lazy loading if the da	5	high	low	Alex	4	Complete
166	US.24 - Task 68	Develop the UI to allow user to switch from m Implement navigation from /Listings to /Messa	2	Low	low	Ulysse	4	Complete
145	**US.25**	As a user, I want to start a black jack game, so that I can play with another user inside a chat thread.	11	high	medium	Elliot	4	Complete

159	US.25 - Task 62	Update Chat UI for black jack Integration Add functionality to detect the /ttt command within a direct message chat. Create a modal or inline game board display within the chat thread to show the black jack. Implement interactive UI elements for players to make their moves.	5	high	medium	Elliot	4	Complete
160	US.25 - Task 63	Implement blackjack game logic in Back-End Develop an API endpoint that initiates a black jack game when /ttt is received. Validate that the command is issued within a direct message chat and set up the game state. Manage game state updates, player turns, and win/draw conditions. Ensure the game state is persistent for the duration of the game session.	8	high	medium	Elliot	4	Complete
146	**US.26**	As a user (in a game), I want to make a move using a slash command, so that I can play my turn in the game.	8	high	low	Elliot	4	Complete
161	US.26 - Task 64	Extend Command Parser for blackjack Moves Update the command parser to detect the /ttt move command and extract the move coordinate (e.g., A1). Validate the command format and ensure the provided coordinate is in an acceptable format.	5	medium	low	Elliot	4	Complete
162	US.26 - Task 65	Implement Game Logic for Move Placement Check if it is the user's turn by verifying the current game state. Update the game state with the move, and update the display accordingly. Handle responses for invalid moves.	5	high	low	Elliot	4	Complete
147	**US.27**	As a player, I want to see when I win or draw the game, so that I how the game ended	3	high	low	Elliot	4	Complete

163	US.27 - Task 66	Update Chat UI for Game End Notification Modify the chat interface to display a clear message when the game ends. Implement visual cues (e.g., highlighting, animations) to indicate a win or a draw. Ensure that the game board is disabled or removed once the game ends.	1	high	low	Elliot	4	Complete
164	US.27 - Task 67	Enhance Back-End Game Logic for End-of-Game Detection Update the black jack game engine to detect win and draw conditions after each move. Once the game concludes, determine and persist the final state (winner or draw). Trigger a notification via the chat API to inform users of the game outcome.	3	high	low	Elliot	4	Complete
181	**US.29**	As a developer, I want to be able to test the features from Sprint 3 and 4 in the CI pipeline, so that I can ensure that all features are functional upon new merges	11	high	low	Zachary	4	Complete
182	US.29 - Task 68	Build Tests for Messages and Channels Actions (Backend) - Setup unit tests for API routes built in Sprint 3 & 4 using Jest	5	high	low	Zachary	4	Complete
183	US.29 - Task 69	Build Tests for Messages and Channels Actions (Frontend) - Setup unit tests for frontend (E2E) components built in Sprint 2 & 3 using Cypress and supertest	8	high	low	Zachary	4	Complete
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