Sprint 2 Plan
SlugQuest

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Goals
1. Integrate front-end and back-end with user auth
2. Gamification

Tasks
- Authentication set up: logins/outs, registration, etc. (3)
- Design gamification schema (2)
- Add some backend requests for auth user stuff and gamification stuff (8)
- Mark tasks as completed (1)
- Detailed task view (when you click on a task card) (2)
- Extract generic things into separate file (2)
- More components (5)
- Calendar view (8)
- Boss fight page with health bar (8)

Gamification features:

- Users define task as easy, medium, hard and get pre-defined points assigned for each
- Lose points if user says they didn't complete task on time (user self-polices)
- Points work towards doing damage to a boss
- Keep track of how much damage done to boss
- Add a trophy cabinet

User Stories
- As a lazy person, I want a way to treat completing my tasks like a game, so that I stay motivated and also have fun
- As a lazy person, I want to get motivation to complete my daily chores and habits so that I can be more productive
- As a social person, I want to be to collaborate with and play games with my friends so that I can stay in touch with them

Initial Task Assignment

[SlugQuest's Jira Board](#)

- Sneha: write backend functions for accessing Auth0 API, linking front to back
- Ananya: Finalize route names such as "api/", gamification schema, backend gamification and user requests
- Thomas: Continue work on Task Card view, detailed task view
- Sulayman: Integrate boss functionality to front
- Ethan: Begin calendar view, sidebar components
- Alex: Get requests to be time-based, persistent database