Mining Final Project

Names

Oct 24, 2022

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Roles

| Ethan Tran | SCRUM Master |
| --- | --- |
| Luna Iwazaki | Frontend Developer |
| Taiyo Iwazaki | Frontend Developer |
| Parav Saliwani | Backend Developer |
| Rohin Sood | Backend Developer/Dev Ops |

Week Work Schedule

**Week #9**

| Names/Role | Finish Date | Work |
| --- | --- | --- |
| SCRUM Master | 10/22 | * Start Video Portion |
| Frontend Developer | 10/22 | * ~~Develop the wireframes for the project~~ * ~~Start slides for the video~~ * ~~Develop the color pallets for the video~~ * ~~Screen record work~~ * ~~Add transitions for the video~~ * ~~Add music and voice over for the video~~ * ~~Make API work~~ * ~~Format the HTML tables for the API~~ * ~~Develop a copy of the fast pages repo~~ * ~~Fix up the repo and make it personalized~~ * ~~Screen record work~~ * ~~Edit work~~ * ~~Create the chess board pieces~~ * Start Video Portion |
| Backend Developer | 10/22 | * Start Video Portion |
| Dev Ops | 10/22 | * Start Video Portion |

**Week #10**

| Names/Role | Finish Date | Work |
| --- | --- | --- |
| SCRUM Master | 10/22 | * Make Video Portion * Show Chess Work Log * Make sure everyone works on the project * Help anyone that needs the help * Put Video Together after all video links are sent * Start Video Portion |
| Frontend Developer | 10/22 | * Start working on the fastpages site * Format the page with the chosen colors on the pallet * Add in features * Change the favicon * Add in the posts * Start Video Portion |
| Backend Developer | 10/22 | * Start Video Portion |
| Dev Ops | 10/22 | * Start Video Portion |

**PLAN:**

* Game: Mining Clicker-type game
  + Simple button pressing
  + Similar to cookie clicker
  + ie. start at bronze, click 10 times to gold, then click 50 goes to diamond, etc.
* Uses an html form to track progress
* The user will input their code into a form in html, which will then communicate with backend to be placed into a dictionary
* The dictionary will track the progress of the user