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| ***Name*** | ***Role*** |
| ***Avner Ben Shlomo*** | *scrum master -מרכז את העבודה* |
| ***Dor Toizner*** | *,frontend developer**– פיתוח החלק האחראי על הצגה ללקוח* |
| ***Amit Vinograd*** | *backend developer – פיתוח מסד הנתונים והעבודה מולו.* |
| ***Raz Ben Aharon*** | *product manager – ייצוג הלקוח בצוות (בהתאם לחשיבה העיצובית שבוצעה).* |
| ***Omer Ben Shimol*** | *UI – עיצוב הממשק* |
| ***Dor Filis*** | *QA – בדיקות התוכנה* |

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| Iteration 1 | Implementing the basic logic of the Project |
| Task 1 | Login screen development |
| Task 2 | Building game logic |
| Task 3 | Build a method of accumulating points in the game and graphs |
| Task 4 | Adding and editing questions |
| Task 5 | Connecting all screens to the application |
| Iteration 2 | Building a more full-featured version |
| Task 1 | Building questions according to difficulty level |
| Task 2 | Translation of the application into several languages (Hebrew, Arabic...) |
| Task 3 | Build one on one multiplayer game |
| Task 4 | A daily challenge of several questions in a limited time with the leaderboard |
| Task 5 | Player profile showing statistics about past games |

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| Executor | Task | Requirement | Iteration |
|  |  | Start the application | Iteration 1 |
| UI developer - Omer | Design a CSS file with a uniform and understandable design for all game guests |  |  |
| Backend developer - Amit | Take care of the connections with the database so that the questions will be uploaded to the game and it will be possible to edit them or add new questions if you are an administrator |  |  |
| Frontend developer – Dor T | Sending the data and user requests for testing on the server and connecting screens for game logic |  |  |
| QA – Dor F | Acceptance Test  Unit tests for gameplay |  |  |

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| Test Cases | Description | Task |
| 1. Open the login screen and make sure everything looks as planned 2. Enter details that are not in the DB 3. Make sure an error notification pops up 4. Enter details that are in the database 5. verify you go to the home screen | Develop a login screen for the application | Login screen development |
| 1. Start a new game 2. Answer a question correctly 3. Make sure you get an appropriate indication 4. Answer a question incorrectly 5. Make sure you get an appropriate indication 6. Return to home page 7. verify you are on the home screen 8. return to the game 9. verify you in the game 10. end the game 11. verify that you in the game over window | Implement the game logic according to the requirements | Building game logic |
| 1. start a new game 2. verify you have initial number of points 3. answer correct to a question 4. verify your points are up 5. answer incorrect to a question 6. verify your points are the same 7. go to home window 8. return to game 9. verify your points are the same 10. end the game 11. verify your total points are updated | Create a mechanism to accumulate points during the game | Build a method of accumulating points |
| 1. open edit/add question window 2. Enter the partial question details to the form 3. verify an error message appears 4. Insert complete question details into the form 5. Verify that an appropriate indication is displayed that the question has been prepared successfully 6. Load a question from the database 7. Change the question details 8. Verify the question we edited has been added to the database | Implement functionality to add and edit questions in the game | Adding and editing questions |
| 1. Open login window 2. Enter a username and password 3. Verify that we in the home page 4. Open the edit/add page 5. Return to home page 6. Starting a new game 7. Returning to home page 8. Resume the game 9. End the game 10. Returning from game over to the home page | Ensure all screens are properly connected and integrated into the application | Connecting all screens to the application |