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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 |  |  |