**AGILE PROPOSAL PLAN** (source: Smartsheet)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| PROJECT NAME | Heartstone Card Displayer (HCD) | | | PROJECT MANAGER | N/A |
| PROJECT MEMBERS | Abdullah Karson, Ricardo Oliveria, Soojhawon Siddhart, Atenati Weber-Morrison | | |  |  |
| PROJECT DELIVERABLE | An Application that will display Hearstone cards with their Image and Information. | | | | |
| SCOPE STATEMENT | A Windows app developed in C#(UWP) using Hearstone API.  <https://rapidapi.com/omgvamp/api/hearthstone?endpoint=5525c4eee4b0b0dce8949cac> | | | | |
| START DATE | 04/07/2021 | END DATE | 04/21/2021 | OVERALL PROGRESS | 5% |

**WORK PLAN**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **TASK NAME** | **OUTCOMES** | **PHASE** | **ASSIGNED TO** | **START  DATE** | **END  DATE** | **DURATION**  in days | **STATUS** |
| Initial Proposal / Wireframe | The idea was proposed and discussed among team members. A wireframe was then designed to give a visual presentation of how the application will look like and function. | 1 | Abdullah | 04/05 | 04/07 | 2 | Completed |
| Workplan | Our team has planned to design a UWP application for the Blizzard game Heartstone using a public API. The app will have four screens, a welcome screen, the main screen where the user can search for a card name. This screen will also display the card image, set, type, cost and effect. The third screen will contain the contact details of the team members and the about page will give a short description about the app.  The project will be divided into three phases: Project Proposal, Progress Journal and Application Demonstration. The work will be divided among the four members during a timeframe of two weeks where the Member Assignment, Start Date, End Date, Duration and Status will be tracked and recorded. | 1 | Siddhart | 04/06 | 04/07 | 1 | Completed |
| Creating a group repository | A repository that will host all the code that was done during the group meetings so that progress of the application can be tracked. | 2 | Ricardo | 04/08 | 04/08 | 1 | In progress |
| Documentation / Progress Journal | A journal that will log all the comments and resource links provided by members during the coding of the application. | 2 | Atenati | 04/08 | 04/21 | 13 | Not Started |
| Building the UWP application | The coding of the application will be shared among members during regular team meetings to ensure that everyone contributes equally. Resources used to build the application will be logged in the journal.    The applications screens will be coded in phases, starting with the welcome screen. (Layout)  The various other functionalities will be implemented accordingly. | 3 | Team | 04/10 | 04/20 | 11 | Not Started |
| Testing / Best Practices | We will test the application as we go, log any errors/comments to the journal.    The application will be tested one last time for all possible errors. It will then be refactored to be pushed to GitHub for evaluation. | 3 | Team | 04/10 | 04/20 | 11 | Not Started |
| Application Demonstration / Journal Overview / Question Period | The application will be demoed live and explained to the class by all the members.  The journal will be presented to the class, explaining the useful tips and errors.  Any questions regarding the application or journal will be answered by the team members. | 3 | Team | 04/21 | 04/21 | 1 | Not Started |