Sprint2 backlogs

Team:214 LoveLive!
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Task	Front-end	Back-end	Explanations	Hours	Deadline	Who
Game Page (Complex)	Gamepage.html lovelive.js	**views.py:** store_result	Improve the game logic. Including: **In Js:** 1.Define the fixed events in the map. 2. Define the random events in the map. 3. Define the chatting function. 4. Define daily Lucky Draw. 5. Define daily Sign-in reward. 6. Define the real-time condition of winning and losing. 7. Store the result to the back-end. 8. Some other novel ideas about the game rules might also be impletmented.	5days	2016/11/20	xinghaoz yanjun1 xhang1
Result Page	result.html	**views.py:** calculate_result	When each game ends, calcuting the wins and lose of users, updating their properties. Display the final result on the screen.	10hours	2106/11/16	yanjun1 xhang1

Conclusions:

➢ **Evaluation:**

This detailed sprint contains specific information about the project.

This time, we may maily focus on the game page, implementing more features and rules to make it more enjoyable.

We break down the game page function into samall features. We also showed the possible working hour on each task and the owner of the task.

➢ **Potential problems:**

Our webpage might come accorss some security problems.

➢ **Plan for the next sprint:**

In the next step. We are going to built more sophisticated game rule rather than simply increase or decrease the attributes of player. We planed to add functions like: player can built facilities in certain positions and other players will be charged when they pass by this position. other functions like stay in certain position for several turns etc will also be implemented in future.

We also want to test the back-end functions in views (especially the post request validation including ajax form) to ensure the robustness of our webpage.