

Sprint backlogs

Team:214 LoveLive!

Members: xinghaoz yanjunl1 xhang1

Task	Front-end	Back-end	Explanations	Hours	Deadline	Who
Start	StartPage.html	/	Start and login functions.	1h	2016/11/2	yanjunl1
Login	LoginPage.html	Django built-in authentication login		1h	2016/11/2	yanjunl1
Register	Register.html	views.py: register model.py: User Model, Role Model, Profile Model, Property Model	Define: 1.User Model: Username, email, password (Email confirmation is needed) 2.Profile Model: Create but leave blank. Link to this user. 3.Property Model: After user choosing the role, the property of the role will be assigned to the user's Property model, including the roles' property(GPA, wealth, strength and lucky). Thus, the user's property is initialized.	3h	2016/11/5	yanjunl1
Choose Role	ChooseRole.html			3h	2016/11/5	yanjunl1
Main	Mainpage.html	views.py: main model.py: User Model, Role Model, Profile Model, Property	Display: 1.User Model: Username 2.Profile Model: short-bio,profile-picture 3.Property Model: GPA,wealth,strength,lucky	4h	2016/11/3	xhang1

		Model	Links: 1.Edit profile User can edit their profile(short-bio, profile picture) and his/her password in this link. 2.ScoreBoard Link to the scoreboard 3. Help: Link to help page 4. Start Link to start the game			
Score Board	Ranking.html	views.py: Rank model.py: User Model, Profile Model	Display the ranking of first 50 users, as well as the user's own ranking.	1h	2016/11/4	xhang1
Choose map	ChooseMap.html	/	Display varieties of game maps, remaining to be select by user	2h	2016/11/5	xhang1
Waiting Page	Waiting.htm Lovelive.js	/	The game can't start until there are 3 users in the room. If there is not enough user, the rest of the users should wait in the waiting page.	5h	2016/11/7	xinghaoz
Game (Simple)	Gamepage.html lovelive.js	views.py: game_initialize store_result	Define the game logic. Including: From game_initialize in views: 1. Load map 2. Load the user data, including user's username, profile-picture, properties. In Js: 1. Define the starting positions of the users. 2. Define the events in the map. 3. Define how the user interact with the event. 4. Define the condition of winning and losing.	10h	2016/11/7	xinghaoz

			5. Store the result to the back-end.			
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Conclusions:

➤ Evaluation:

This detailed sprint contains specific information about the project.

We break down all the features, ordered by pages new users might encounter, into several sets of tasks. For each task, we expatiate the front-end and back-end files which we will implement and the basic functions corresponded to each files. We also showed the possible working hour on each task and the owner of the task.

➤ Potential problems:

All the team members don't have enough javascript experience, so we may need to spend much time learning Javascript.

➤ Plan for the next sprint:

1. Complete the basic version of the game. At least It can be running in a simple logic and without any error.
2. Add more features in the gamepage.
3. Implement the result page, updating users' profiles.