

Group 9 / Blotto Beats
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Sprint Planning Document

1. User stories to be implemented in this Sprint:

As a user I would like to be able to use a Windows client to access the features of the program.
As a user I would like to be able to hear a randomly generated song when I press the play button.
As a user I would like to be able to upvote or downvote randomly generated songs when I press an up or down thumbs.
As a user I would like to be able to exit, minimize, or set the client to be always on top.
As a user I would like to be able to resize the client with my mouse wheel.
As a user I would like to be able to open a settings menu to customize the variables I'll be using to generate a song.
As a user I would like to be able to retrieve information on global upvotes/downvotes of a song from the server.
As a developer I would like to store the score and details of a song on a server based on number of upvotes and downvotes from users.
As a developer I would like to be able to generate a basic song based on the variables either provided by the user or that have been randomly generated.
As a developer I want the client to send the server a message whenever a song has been upvoted or downvoted and the server to update the score respectively.

2. Description of tasks:

Structure the frontend of the client and set up the layout and buttons - **Brandon (8hrs)**
Make the frontend button class functional and make them interface with the backend tasks - **Mitchell (10hrs)**
Build the basis of the generator - basic song generation based on parameters - **Austin (15-20hrs)**
Transform data from generator output into a playable format - **Michael (15-20hrs)**
Basic networking between client and server to send a receive song scores - **Joe (10-15hrs)**
Basic functionality for server backend - basic networking, store songs, store voting data - **Ryan (10hrs)**