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FEATURES:

- **ALARM:** a simple alarm clock that allows the user to set an alarm, establish standard snooze length, etc.
- **GAME:** a Hangman-style game that the user must complete in order to turn off the alarm. Each puzzle will be drawn from a database of old Wheel of Fortune puzzles, so there will be a clue and then a phrase that the user must populate with letters from an on-screen keyboard. A puzzle should take no more than 10-15 seconds to complete, turning off the alarm.
- **INFO SCREEN:** After completing the game and turning off the alarm, the user will be taken to an informational display that will pull in information from various sources via API calls and display it all in 4-6 tiles. Possible info sources include: Today's weather; top stories from Google News; top trending social media posts; stock ticker; Colorado mountain snow report; trivia; and more TBD. User will be able to customize what information appears.
- **ACCOUNTS:** Each user will have an individualized account, accessed by username and password, that will store the user's preferences regarding snooze settings, informational display settings, and alarm settings.
- **LOGIN PAGE:** The login page will allow a user to type in their username and password to quickly login to their account. The account holds information about preferences and statistics, so these preferences will then be applied to the relevant aspects of the application.
- **REGISTRATION PAGE:** The registration page will allow a user to create a new account through an intuitive table where they can input their name, email, and preferences for what they would like to see displayed on the information screen.
- **SETTINGS PAGE:** In the settings, a user can modify their preferences and view some of the statistics about their account. The information displayed on the info screen can be changed, and a user can find their average time to completing puzzles, how often they snooze the alarm, etc.
- **SCOREBOARD:** A user will be able to see how well they do in comparison to all other users of the app through a scoreboard. The score will come from how quickly they solve the puzzle and how many wrong answers they have.

REQUIREMENTS: Please refer to the spreadsheet "ProjectMilestone2 Requirements Doc.xlsx" in this folder for our list of Functional and Non-Functional requirements.

PROJECT PLAN: Please refer to the image file "Kanban Screenshot.jpg" in this folder for a picture of our completed Kanban board. Under the IN PROGRESS column are the goals for our first sprint, the goal of which is to establish our server and PostgreSQL database on Heroku and build the unstyled HTML pages for Login, Registration, Settings, and the Hangman game. Our subsequent sprint due dates and goals are as follows:

March 21: Complete the stylized, unified HTML content of our application

April 4: Complete the Alarm function of our application

April 11: Complete the Hangman game

April 18: Complete the Info Screen

April 25: Have the application debugged, tested, and ready for presentation