

My Trello board



KL

AM

PM

SK



+ Share



Trello Starter Guide 6

0

✓ Start using Trello

kai

Week 1

week 2

week 3

finding / creating established groups to complete the assessment

🕒 Started: 12 Aug

Group created and finalized.

🕒 Started: 12 Aug

Weekly meeting – discussed coding standards & Git branching.

🕒 Started: 12 Aug

week4

Weekly meeting



🕒 13 Aug



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Team contract was created and signed by all team members

 1

An idea for the app was finalized

The app was broken up into 5 sections and split amongst the group members

Work allocations

1. **Player Management & Authentication** — *Aaqil*
Stories about creating players, logging in, joining matches, and handling basic identity.

2. **Lobby & Matchmaking** — *shehroz*
Stories about creating/joining lobbies, inviting opponents, handling ready states, and starting a match.



3. **Question Management** — *prab*
Stories about selecting subject categories (Maths, Geography, General Knowledge), loading questions, randomising, and validating them.

4. **Gameplay & Timing** — *kennan*
Stories around delivering questions, countdown timers, answer submission, late answers, and fair play rules.

5. **Scoring & Results** — *Anish*
Stories about point allocation, tiebreakers, winner declaration, live scoreboards, and final results display.

6. **Persistence & History** — *KL*
Stories about saving match results to SQLite, retrieving past games, and showing player stats/progress.

Work allocations

 1



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User stories section 1 to 6




KL


AM

SK

(Aaqil) Section 1 - Player Management & Authentication




(Shehroz) Section 2 - Lobby and Matchmaking




SK

(Prab) Section 3 - question management




PM

(kennan) Section 4 - gameplay and timing



(Anish) Section 5 - Scoring and Results



AM

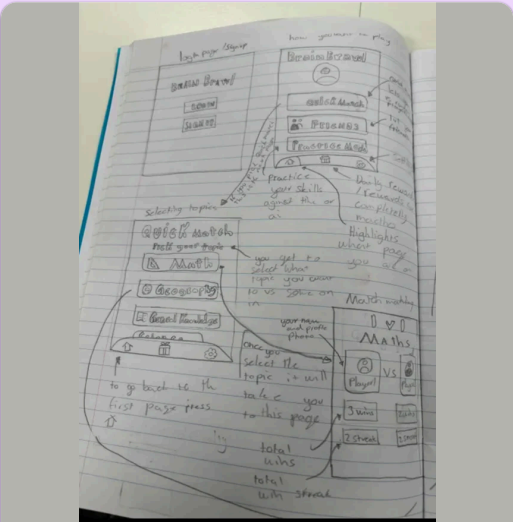
(Kai Langley) section 6 - persistence and history

QuestionDao.java

week 5

Weekly meeting

CAB302 Assessment 1: Project Progress and Performance (Checkpoint 1 - Week 5)



kai - Low fidelity mock-ups

Created and implemented a suitable backlog

Refined user stories



Anish - low fidelity



AM

Round No.	Multiple Choice Question	Time Limit
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

Player 1 Vs Player 2

Round No.	Question	Time Limit
Type Answer: <input type="text"/>		

☐ Player 1 Vs ☐ Player 2

Anish - low fidelity



AM

week 6

Weekly meeting



🕒 27 Aug

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medium/high fidelity

ACHIEVEMENTS

4 / 5

VIEW ALL



3 Correct in a Row

Answer 3 questions correctly in a row.



Speedy Solver

Answer a question in under 5 seconds



Perfect Game

Win a game with no wrong answers



unknown

?

mid /high



PM

Log In

Email Address

Password

Welcome to

Brain Brawl

Online learning made FUN

image.png

6

AM

BRAIN
BRAWL

LOGIN

SIGNUP

image.png

5

KL

week 7

Weekly meeting

3 Sept

KL

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PM

SK

CAB302 Assessment 1: Project Progress and Performance (Checkpoint 2 - Week 7)

2 Sept

Started coding

1

sprint plan

1

KL

AM

SK

PM

BRAIN
BRAWL



image.png

1

SK

week 8

Weekly meeting



10 Sept

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SK

refining existing code / editing

main.java



2

AM

KL

SK

PM

Ran basic tests

Bugs test

Pushing and pulling

ManageQuestionsApp.java



6

SK

KL

AM

PM

control-alt-Elite

week 9

Weekly meeting



17 Sept

KL

AM

PM

SK

Assignment CAB302 Assessment
1: Project Progress and
Performance (Checkpoint 3 -
Week 9)



16 Sept

Project Walkthrough Video with
Demo (Maximum 10 Minutes):



19 Sept



KL

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SK

Research

running tests,

fixing errors

Test-Driven Development

Preliminary (functional) Prototype