

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 — Keenan

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 — Kai

Stories about saving match results to SQLite, retrieving past games, and showing player stats/progress.