Sprint 4 Plan

Scrum Masters: Gea Loro, Richelle Choy

Goals:
- Tie loose ends in implementations.

Task List:
- [IT 4.0] Infrastructure tasks
  - [T 4.0.1] [2] Maintain Testing Suites
  - [T 4.0.2] [2] Make sure backend stores, uses, and sends all data required
  - [T 4.0.3] [1] Documentation
- [US 1.6] As a student, I want to select what I think is the best answer out of some answer choices given to me so that I can participate in the quiz.
  - [T 1.6.4] [3] Connection Page Component Routing
    - [1.6.4.1] [1.5] Connection page routing, part 1
    - [1.6.4.2] [1.5] Connection page routing, part 2
    - [1.6.4.3] [1] Set up event handler to transition between correct answers and leaderboard
    - [1.6.4.4] [1] Render leaderboard component with proper data
    - [1.6.4.5] [1] Add nav buttons to correct answers and leaderboard
- [US 2.5] As a professor, I want to be able to experience a fully functional question editor [5]
  - [T 2.5.1] [4] Create quiz editor page
    - [2.5.1.2] Create quiz editor question/answers page [2]
- [US 4.1] As a teacher, I want to be able to kick users from a given quiz session so that I can ensure that there are no unwanted trolls. [3]
  - [T 4.1.0] [0.5] Document api to kick user
  - [T 4.1.1] [1] Create x button
  - [T 4.1.2] [0.5] Kick user on backend
  - [T 4.1.3] [1] Make x button functional
- [US 4.2] As a game host, I want validatation for requests to ensure that they are coming from the correct users.

- ○ [T 4.2.0] [0.5] Document hash functions
- ○ [T 4.2.1] [1] Send authentication with user requests on frontend
- ○ [T 4.2.2] [1] Validate user requests on backend
- [US 4.3] As a player, I want to be able to join mid-game so that I can participate in the game at any point.
  - ○ [T 4.3.0] [1] Allow players to join/resume mid-game in the backend

- Sprint backlog:
  - ○ [US 2.6] As a Teacher, I want to export quizzes in a readable format so that students can review quiz questions off the app on their own time. [4]
    - ■ [T 2.6.3] [2] Generate quiz HTML on server and send to client
- Testing and Debugging
- Enhance format and visuals

Team Roles:
- Ben: Frontend/Backend Developer
- Jess: Backend Developer
- Jasmine: Frontend Developer
- Gea: Frontend Developer
- Richelle: Backend Developer
- Cody: Frontend/Backend Developer

Initial Task Assignment:
- Jess [5]
  - [T 4.0.2] [2] Make sure backend stores, uses, and sends all data required
  - [T 4.0.3] [1] Documentation
  - [T 4.1.0] [0.5] Document api to kick user
  - [T 4.1.2] [0.5] Kick user on backend
  - [T 4.3.0] [1] Allow players to join/resume mid-game in the backend
- Ben [7.5]
  - [T 1.6.4.1] [1.5] Connection page routing, part 1

- [T 1.6.4.2] [1.5] Connection page routing, part 2
- [T 1.6.4.3] [1] Set up event handler to transition between correct answers and leaderboard
- [T 1.6.4.4] [1] Render leaderboard component with proper data
- [T 2.6.3] [2] Generate quiz HTML on server and send to client
- [T 4.2.0] [0.5] Document hash functions
- Jasmine [3]
    - [T 2.5.1.2] [2] Create quiz editor question/answers page
    - [T 1.6.4.5] [1] Add nav buttons to correct answers and leaderboard
- Gea [2]
    - [T 4.1.1] [1] Create x button
    - [T 4.1.3] [1] Make x button functional
- Richelle [1]
    - [T 4.2.2] [1] Validate user requests on backend
- Cody [3]
    - [T 4.0.1] [2] Maintain Testing Suites
    - [T 4.2.1] [1] Send authentication with user requests on frontend

Initial Scrum Board: https://trello.com/b/A3VpW6Wx/sprint-4

Burnup chart (from spreadsheet):

Scrum Times:

Monday 3:00 - 3:15

Wednesday 4:00 - 4:15

Friday 5:45 - 6:00

Rejected user stories: