

Sprint 2 Plan - RiftBets

Goal

Connect our backend API to the front end by creating an interface for each screen and respective API endpoints to fetch data.

Task listing

1. As a user, I want to bet on live games.
 - a. Be able to sign in/sign up thru Facebook (2)
 - b. Make sure I haven't bet on the game already (2)
 - c. Make sure the game is able to be bet on (4)
 - d. Be able to load question card with difficulty and maybe question count (15)
 - e. Be able to reroll question card only some number of times (2)
 - f. Have an interface to accept and place bets (20)
 - g. Total: 45

2. As a user, I want to watch the games on the betting site, so that I don't have to go back and forth.
 - a. Create interface for twitch/youtube player (8)
 - b. Create interface for schedule to show upcoming/completed matches (20)
 - c. Be able to toggle between panels (betting/chat/video/schedule) (7)
 - d. Be able to determine which game(s) are live (5)
 - e. Create API endpoints for schedule/current live matche(s) (10)
 - f. Total: 50

3. As a user, I want to get feedback on bets as soon as the game ends.
 - a. Create/listen on web socket to accept info from server to client (10)
 - b. Create interface for completed bets (20)
 - c. Create API endpoints for bet results (10)
 - d. Total: 40

Total Time: 135

Team roles

Name	Role 1
Brad	Both
Johannes	Back
Chris Huynh	Front
Chris Hsiao	Back
Daniel	Front
Cindy	Front

Initial task assignment

Name	Initial Task
Brad	Be able to sign in/sign up thru Facebook
Johannes	Create API endpoints for bet results
Chris Huynh	Create API endpoints for schedule/current live matche(s)
Chris Hsiao	Create interface for twitch/youtube player
Daniel	Create interface for schedule to show upcoming/completed matches
Cindy	Create interface for completed bets

TA times

Whole Team (optional):

Wed. 9:30-10:30AM

Scrum Master:

Mon. 10:40-11:45AM

Coding Meetings/Scrum Meetings:

1. Thursday 8:30PM
2. Tuesday 5PM