

Lab 6 (Nov 12) #Team1

## Sprint-6

**Retrospective meeting:** any updates since last meeting? any issues?

Planning meeting:

- what analytics feature(s) to implement next week?
- breakdown the goals into the actionable tasks
- define task completeness criteria (test cases if needed)

Feature:

- Most popular nationality

GUI:





## Taskboard:

### Done list of last sprint 5:

- Common Age frontend(Hoda)
  - Acceptance criteria: looks pretty
- Top and lowest rated frontend(Hoda)
  - Acceptance criteria: looks pretty
- Average rating frontend(Hoda)
  - Acceptance criteria: looks pretty
- Soccer field on homepage (Hoda)
  - Acceptance criteria: one soccer field
  - Each has buttons leading to the features
- Soccer ball cursor(Evan)
  - Acceptance criteria: a tiny soccer ball will take the place of the arrow
- Create map and populate with player names and nationality analytic function (Mustafa Abraham Evan)
  - Acceptance Criteria: Map entity displays with all players
- Create Analytic functionTeamAvg (Evan Abraham Mustafa)
  - Acceptance Criteria: Return list of top 10 highest rated teams.
- List Analytic functions on website for new analytics (Mustafa,Evan)
  - Acceptance criteria: Get results from backend functions and display it on our website.
- Javascript alerts for form validation(Calvin)
  - Acceptance criteria: Displays an alert if inputs are invalid

## Todo list for next sprint:

- 🌯 Form validation for modify (Calvin)
  - Acceptance criteria: pauses submission of data, does not add data if information is incorrect
- 🌯 Form validation for add (Calvin)
  - Acceptance criteria: pauses submission of data, does not add data if information is incorrect
- 🌯 Position buttons on top of soccer field(Hoda)
  - Acceptance criteria: buttons are perfectly centered
- 🌯 Fix nav bar (Hoda)
  - Acceptance criteria: display features and analytics only, make feature and analytics buttons dropdowns?
  - Looks pretty
- 🌯 Optimize Database updates(Evan, Mustafa, Abraham)
  - Acceptance Criteria: New database entries are appended to textfile
- 🌯 Create soccer player JSON data from database(Abraham)
  - Acceptance Criteria: A JSON entry for every player is sent to Map front end
- 🌯 Create random offset value for coordinates of every player (Evan, Mustafa, Abraham)
  - Acceptance Criteria: Each player is given a unique coordinate to simulate actual player locations
- 🌯 Change Map icon for player pins(Abraham, Mustafa)
  - Acceptance Criteria: Player pins have a soccer (or some other appropriate) pin icon
- 🌯 Add Top/Low switch to Top Ratings page (Calvin, Mustafa)
  - Acceptance Criteria: Switch visibly changes on-click and reloads page with opposite ratings
- 🌯 Add top 10 most common nationality analytic function to backend(Evan, Mustafa, Abraham)
  - Acceptance Criteria: Function call returns list of nationality objects: [countryname, numplayers]
- 🌯 Add top 10 most common nationality frontend page(Calvin, Hoda)
  - Acceptance Criteria: Web app contains dedicated analytic button, page, and usual table UI for most common nationality
- Add country icons to nationality in database class(Evan, Mustafa, Abraham)
  - Acceptance Criteria: Nationality value contains appropriate flag emoji when called in frontend
- Rotate soccer field once when page opens(Hoda)
  - Acceptance criteria: soccer field rotates once on window open
- Search bar on search page(Hoda)
  - Acceptance criteria: display a smaller search bar on results page
- Create test cases for website (Evan, Mustafa, Abraham, Hoda, Calvin)
  - Acceptance criteria: test cases for python code to be sure it works
    - Maybe use django testing framework

## Test Cases:

- **Analytic 1 (World map):** We want to display a world map that indicates where players are from each country **(Did demo sprint 5)**
  - **Test case 1:** Display all players and country of origin
    - **Correct output:** World map is populated with 'points or dots' that shows each country and how many players are from there. Example Portugal has 14 players, so there will be 14 points on Portugal.
  - **Test case 2:** Country with no players eg (Monaco)
    - **Correct output:** Monaco map will be displayed with no points as FIFA 21 has not included any players in their database.
- **Analytic 2 (Best Hits):** User wants to check out which players have the best hits **(did demo sprint 4)**
  - **Test case:** User wants to see which player is most popular
    - **Correct output:** Returns list of players with most hits.
- **Analytic 3:** Users want to know the average rating for Club A. Users will type the Club name in the text box. Then, click the average button.**Feature 3 (World map):** We want to display a world map that indicates where players are from each country **(did demo sprint 5)**
  - **Test case 1:** Display all players and country of origin
    - **Correct output:** World map is populated with 'points or dots' that shows each country and how many players are from there. Example Portugal has 14 players, so there will be 14 points on Portugal.
  - **Test case 2:** Country with no players eg (Monaco)
    - **Correct output:** Monaco map will be displayed with no points as FIFA 21 has not included any players in their database.
- **Analytic 4 (TopAndLowestRated):** User wants to check out the top and lowest rated player **(did demo sprint 4)**
  - **Test case 1:** User will type 'top100' and it will return top 100 players from highest to lowest
  - **Test case 2:** User will type 'low100' and it will return low 100 players from lowest to highest
- **Analytic 5 (Most common age):** User wants to check out the Most common age group **(did demo sprint 4)**
  - **Test case :** Will return most popular age group ie '24' and return all stats of each player
  - **Test case:** If two age groups have exactly the same number of players then return players from the same age group ie '24' and '27' will return all players from both age group.
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- **Analytic 6 (Most common Nationality):** User wants to see which countries have the most players **(demo sprint 6)**
  - **Test case :** Most common nationality page will display top 10 most common nationalities.