

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

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

The image displays ten hand-drawn wireframe sketches for a FIFA 21 web application, organized into three rows. Each sketch represents a different page or feature of the application, with handwritten labels and some basic UI elements.

- Row 1:**
  - HomePage:** Features a sidebar with "FIFA 21", "Features", and "Analytics". The main content area shows a soccer field diagram with player positions marked by triangles and labeled "Goalkeeper", "Defender", "Midfielder", and "Forward".
  - Map:** Features a sidebar with "FIFA 21", "Features", and "Analytics". The main content area shows a world map with various countries highlighted in different colors.
  - Search Results:** Features a sidebar with "FIFA 21", "Features", and "Analytics". The main content area includes a "Player Search" form with a "Submit" button and a table with columns: "ID", "Name", "Age", "Position", "Rating", "Hits", "Modify", and "Delete".
- Row 2:**
  - All:** Features a sidebar with "FIFA 21", "Features", and "Analytics". The main content area shows a "Form" section with two columns of input fields.
  - Team Ratings:** Features a sidebar with "FIFA 21", "Features", and "Analytics". The main content area shows a "Top Average Team Ratings" table with columns: "Team Name", "Team Size", and "Rating Avg".
  - Search:** Features a sidebar with "FIFA 21", "Features", and "Analytics". The main content area includes a "Player Search" form with a "Submit" button and a table with columns: "Name", "Age", "Position", "Rating", and "Hits".
- Row 3:**
  - Most Common Age:** Features a sidebar with "FIFA 21", "Features", and "Analytics". The main content area shows a table with columns: "ID", "Name", "Age", "Position", "Rating", and "Hits".
  - Top/Lowest Rating:** Features a sidebar with "FIFA 21", "Features", and "Analytics". The main content area shows a "Top Rating" table with columns: "Player ID", "Player Name", "Rating", and "Hits".
  - Top Hits:** Features a sidebar with "FIFA 21", "Features", and "Analytics". The main content area shows a "Top 100 Hits" table with columns: "Player ID", "Player Name", "Rating", and "Hits".












Top 10 Most Common Nationality

FIFA 21

Country Name	1	2	3	4	5	6	7	8	9	10

## Taskboard:

Done list of last sprint 6:

-  Form validation for modify (Calvin)
  - Acceptance criteria: pauses submission of data, does not add data if information is incorrect
-  Form validation for add (Hoda, Calvin)
  - Acceptance criteria: pauses submission of data, does not add data if information is incorrect
-  Position buttons on top of soccer field(Calvin, Hoda)
  - Acceptance criteria: buttons are perfectly centered
  - Soccer ball buttons to link to all 8 pages of website
-  Replace nav bar with drawer(Hoda)
  - Acceptance criteria: display features and analytics only, make feature and analytics buttons dropdowns?
  - Looks pretty
-  Create soccer player JSON data from database(Abraham)
  - Acceptance Criteria: A JSON entry for every player is sent to Map front end
-  Change Map icon for player pins(Mustafa)
  - Acceptance Criteria: Player pins have a soccer (or some other appropriate) pin icon
-  Connect JSON map data to frontend(Evan)
  - Acceptance Criteria: Player pins appear on map for every requested player
-  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
-  Optimize Database updates(Evan, Mustafa, Abraham)

- Acceptance Criteria: TeamAverage ratings page loads faster for later computations. (After adding new players)

#### 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 want to checkout 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.
  - Test case 3: User wants to see new average after adding new player
    - Correct output: Average updates with new players accounted for. Page also loads faster.
- **Analytic 4 (TopAndLowestRated): User want to checkout 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 want to checkout 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 has the most players (demo sprint 6)**
  - Test case : Most common nationality page will display top 10 most common nationalities.