

# LIVE | Educational Video Game Database

## Sprint Plan 2

### Team Roles:

Product Owner - Yeon Chae

Scrum Master - Xiuyu Tang

Developers - Nilo Lisboa, Komo Zhang, Zachary McDowell

### Stakeholder:

Dr. Michael Rugh - [michael.rugh@tamu.edu](mailto:michael.rugh@tamu.edu)

### Customer meeting date/time/place:

Mondays @ 6pm, online meetings on Zoom.

### Summary:

Led by Yeon Chae (as a product owner) and Xiuyu Tang (as a scrum master), the development is based on user stories described below in Sprint 2, allowing each member of our team to utilize their full potential as developers in their respective roles. Following the weekly meeting with our client, Dr. Michael Rugh, and his team (Aaron Tebow, Anthony Jones, Tristen Norman), the plan for this sprint is to ultimately create the structure/ function of the interactive platforms for users and develop user-editable websites. First and foremost, in accordance with our client's needs, we will experimentally create a user-based feature on our website that can be tangibly seen through login. Users will be able to access the website by creating their account through the log-in process, view games in the database, and edit them. As a result, this application will allow users to search for EVGs by keywords, categories, sources, etc., aligning with Sprint 1. These features will be further discussed and refined in Sprint 2. As for the user-based website, administrators (at present) will have the ability to continuously add, delete, or edit EVGs in the application. Details will be continually discussed with the client, and we will conduct weekly meetings every Monday at 6:00 PM CST via Zoom.

## User Stories:

### 1. Feature: Implement Sign Up and Login

**Scenario:** Users can create a new account by entering their email address, password, and other required information

Given a user is on the sign-up page,

When they enter their email address, password, and other required information,

Then they can create a new account.

**Scenario:** Once a user successfully log-in, redirect to the homepage

Given a user has successfully completed the sign-up process,

Then they should be automatically logged in and redirected to the homepage of the application.

### 2. Feature: Post-Login Functionality

**Scenario:** Once logged in, users can access additional features of the application

Given the user has successfully logged in,

Then they can access additional features of the application.

**Scenario:** Once logged in, the user can reset their password

Given a user is logged in,

When they choose to edit their profile or reset their password,

Then they can perform these actions.

**Scenario:** Once logged in, users can log out whenever they want

Given a user is logged in,

When they decide to log out,

Then they will be logged out of the application and will need to log in again to access their account.

### 3. Feature: Visualization of the Game

**Scenario:** Once the game list / game title is shown in the main page, representative figure of the game page provides together along with the game title

Given a user is in the main view of the video game website,

When they choose to view detailed information about a game,

Then they expect to see a representative image associated with that game.

### 4. Feature: Confirmation dialog for destroying a game

**Scenario:** Display confirmation dialog when "Destroy this game" is clicked

Given the user is on the game details page

When the user clicks on the "Destroy this game" button

Then a confirmation dialog should be displayed asking if the user is sure about deleting the game

**Scenario:** Confirming game destruction

Given the user has clicked on the "Destroy this game" button

And a confirmation dialog is displayed

When the user clicks on the "Confirm" button in the dialog

Then the game should be deleted from the database

And the user should be redirected to the game list page

And a message confirming the game's deletion should be displayed

**Scenario:** Canceling game destruction from the confirmation dialog

Given the user has clicked on the "Destroy this game" button

And a confirmation dialog is displayed

When the user clicks on the "Cancel" button in the dialog

Then the game should not be deleted from the database

And the dialog should disappear

And the user should remain on the game details page

And no game deletion confirmation message should be displayed

## 5. Feature: Modify the “index” page of game views to show only several selected columns for each game

**Scenario:** Listing selected columns for each game in index page

Given the user is visiting the index page

Then the page should show the list of games

And each entry contains the selected columns

## 6. Feature: Modify the “new” page of game views, to add text input boxes for the new columns

**Scenario:** Displaying warning if new game information is invalid

Given the user is visiting the new game page

And the user enter the inputs of game's information

And the provided inputs are not valid

Then the page should show warning about the input format

And the add game button should not be clickable

**Scenario:** Removing warning if new game information is fixed to be valid

Given the new game page has invalid inputs  
When the user fixes the inputs with valid ones  
Then the warning should not display any more  
And the add game button should be clickable

**Scenario: Confirming new game is added**

Given the new game page has inputs that are all valid  
When the user clicks on the add game button  
Then the user should be redirected to the game detail page  
And the page should show the provided information

**7. Feature: Modify the “show” page of game views, to show the new columns**

**Scenario: Displaying all columns of a game in game detail page**

Given the user is visiting the detail page of a game  
Then the page should contain all the columns related to the game

**8. Feature: Modify the “edit” page of game views, to show the new columns and make them editable.**

**Scenario: Displaying all existing values in the edit game page**

Given the user is visiting the edit page of a game  
Then the page should show all the columns as editable boxes or dropdowns and show its existing values

**Scenario: Displaying warning if edit game information is invalid**

Given the edit game page where all values are valid  
When the user changes the values to invalid values  
Then the page should show warning about the input format  
And the edit game button should not be clickable

**Scenario: Removing warning if new game information is fixed to be valid**

Given the edit game page where some values are invalid  
When the user fixes the inputs with valid ones  
Then the warning should not display anymore  
And the edit game button should be clickable

**Scenario: Confirming the game editing**

Given the edit game page where all values are valid  
When the user clicks on the edit game button  
Then the user should be redirected to the game detail page  
And the page should show the provided information

## 9. Feature: Navigation back to the main page from the game list page

**Scenario:** User sees a back to main page link/button on the game list page

Given the user is on the game list page

Then a link or button to go back to the main page should be visible

**Scenario:** Navigating back to the main page using the back link/button

Given the user is on the game list page

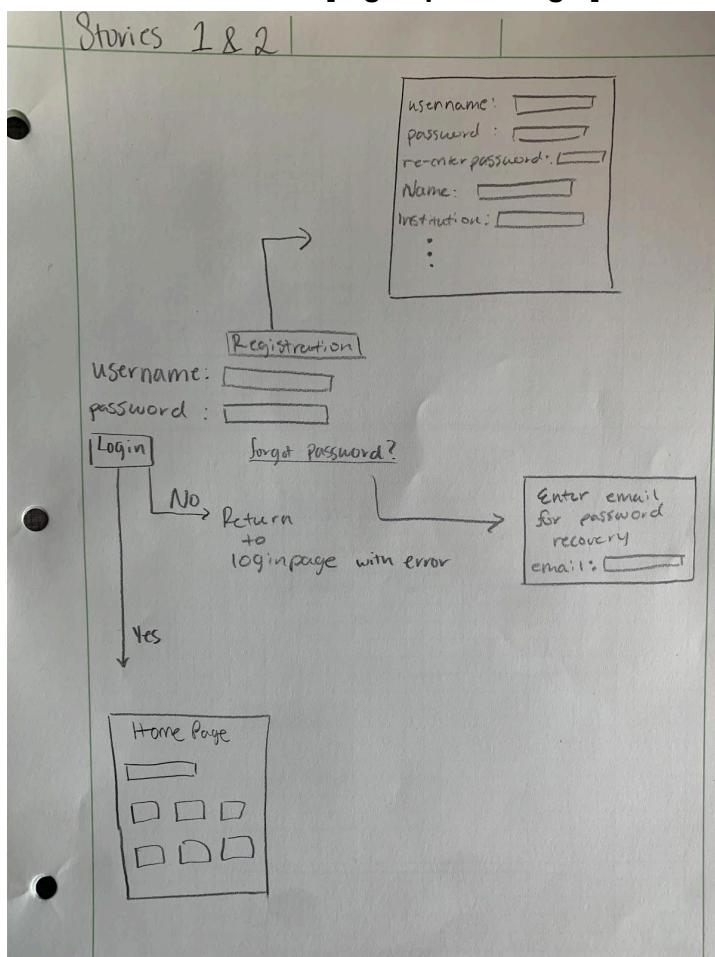
And there is a link or button labeled "Back to Main Page"

When the user clicks on the "Back to Main Page" link/button

Then the user should be redirected to the main page

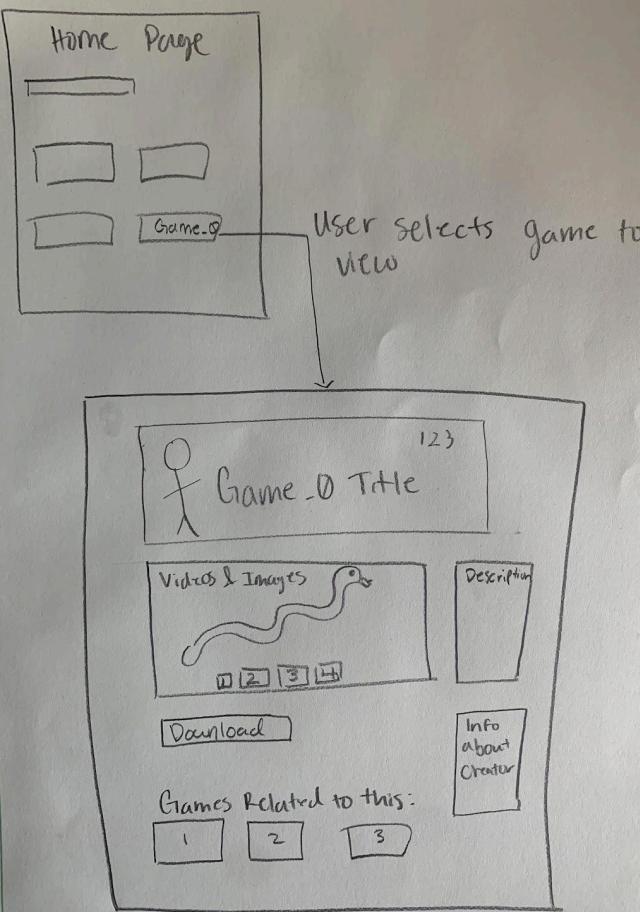
## User Interface:

### User Stories #1 and #2 [Sign up and Login]

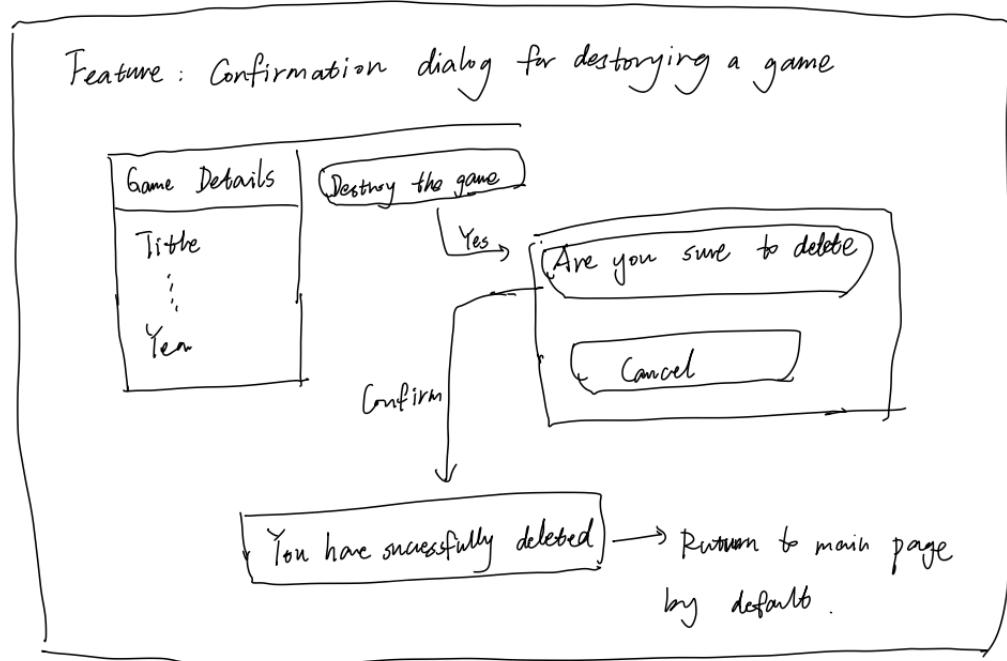


### User Story #3 [Visualization]

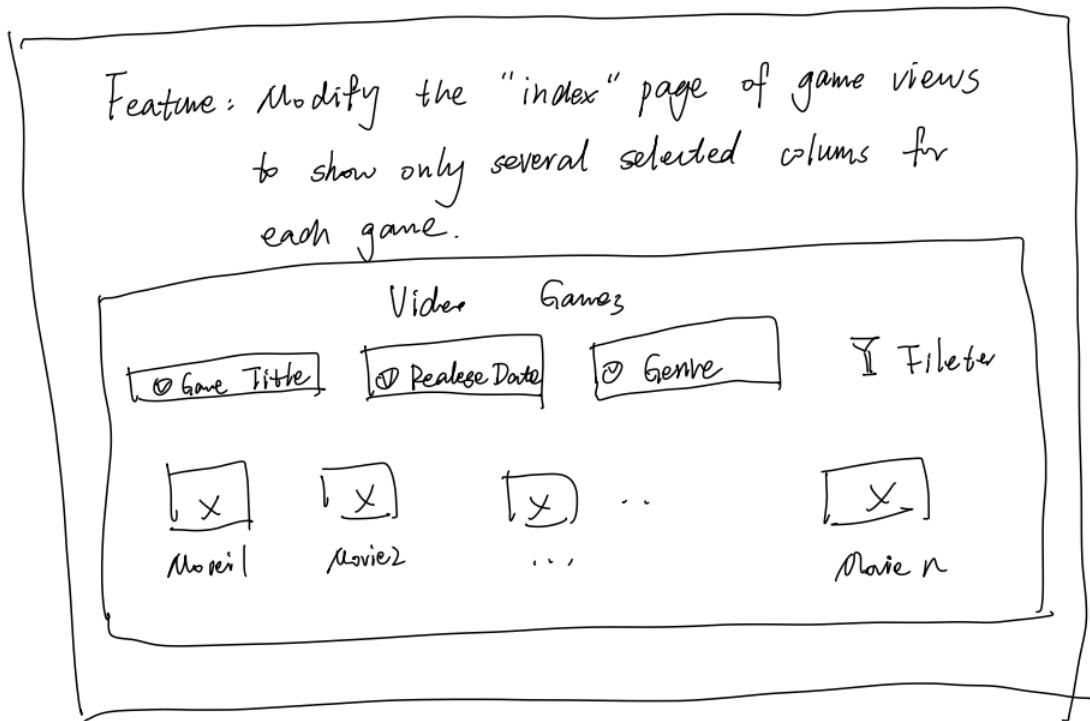
### Story 3



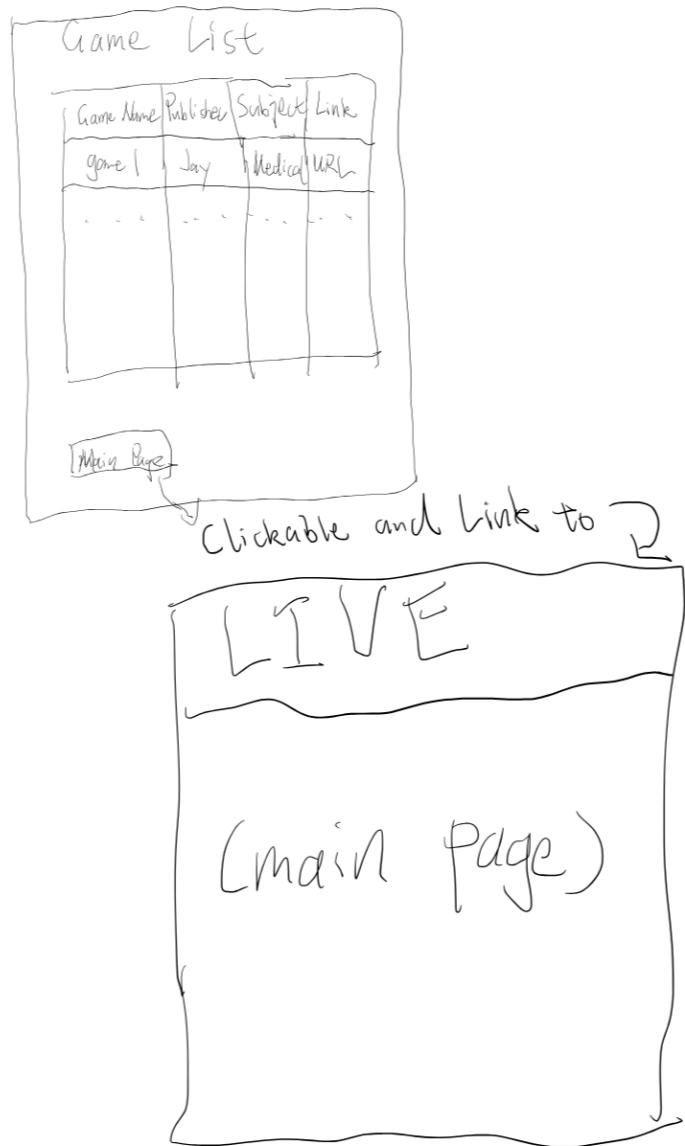
### User Story \$4 [Destroying a game]



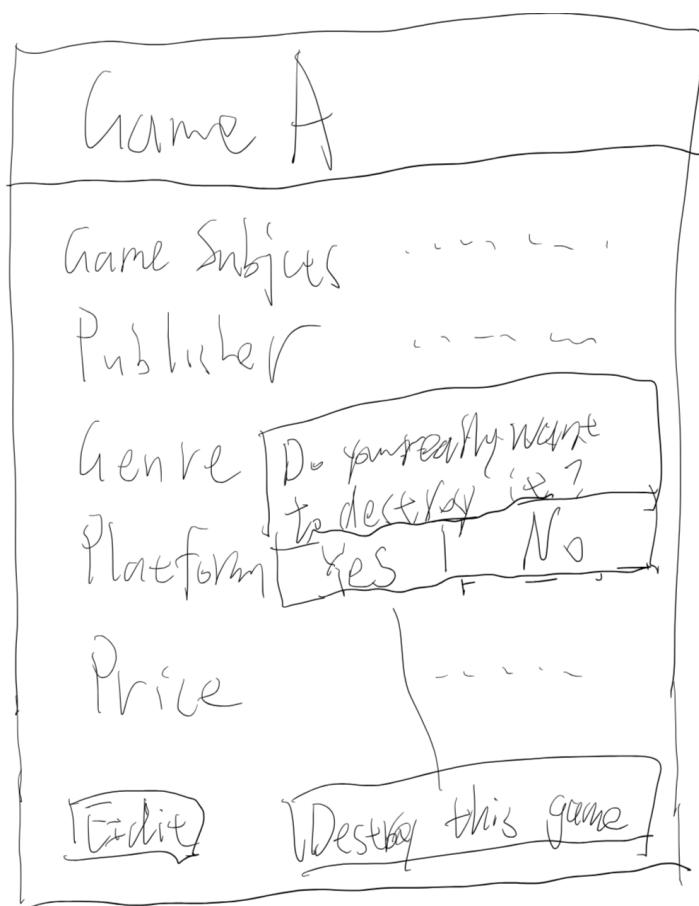
### User Story \$5 [Index page]



### User Story #9 [navigating back]



### User Story #4 [destroying dialog]



#### User Story #6 [Edit page validation]

Edit Game A

Game Subject

Publisher

Price  Invalid value, please check

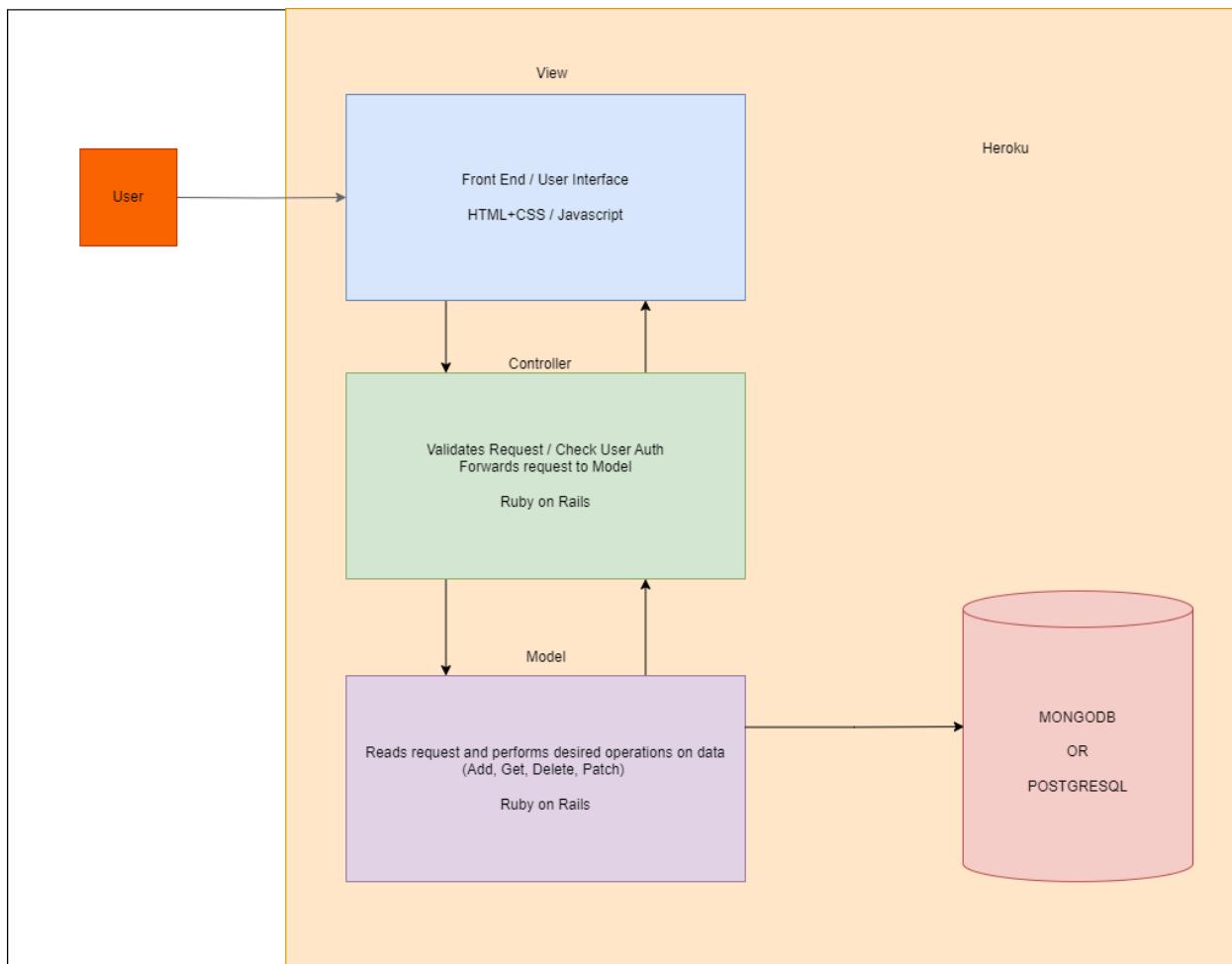
→ NOT clickable

## User story #6

Creating New Game

Game Title	<input type="text"/>
Source	<input type="text"/>
Researcher	<input type="text"/>
URL	<input type="text"/>
Publication Year	<input type="text"/>
Developers	<input type="text"/>
Publisher	<input type="checkbox"/>
Is this game used in classrooms?	<input type="checkbox"/>
Is this game still downloadable?	<input type="checkbox"/>
Discontinued Support?	<input type="checkbox"/>
General Field	<input type="text"/>
Primary Subject	<input type="text"/>
Secondary Subject	<input type="text"/>
Teaching	<input type="text"/>
Colleges that use the game	<input type="text"/>
Cost	<input type="text"/>
Game Type	<input type="text"/>
Genre	<input type="text"/>
Tags	<input type="text"/>
Game Length	<input type="text"/>
Dimensions	<input type="text"/>
Sound	<input type="checkbox"/>
Platform	<input type="text"/>
Localized Languages	<input type="text"/>
Notes	<input type="text"/>
<input type="button" value="CANCEL"/> <input type="button" value="SUBMIT"/>	

## Design Diagram



## Sprint Backlog:

**Sprint Goal:** As our customer requested, the main goal for sprint 2 is to implement the functions related to user accounts, including sign-up and login. Meanwhile, we should display several games directly from the database, not just the example games. Moreover, we are going to make our previous functions look better by adding some new features, including a button to go back to the main page from the game list page, a confirmation dialog for deleting a game, and adding more columns for each game.

### User Stories for Sprint 1:

#### 1. Feature: Implement Sign Up and Login

Assigned to: Zach McDowell

Points: 2

Estimated Time: 2 days

**2. Feature: Post-Login Functionality**

Assigned to: Zach McDowell

Points: 3

Estimated Time: 3 days

**3. Feature: Visualization of the Game**

Assigned to: Zach McDowell

Points: 2

Estimated Time: 2 days

**4. Feature: Confirmation dialog for destroying a game**

Assigned to: Komo Zhang

Points: 2

Estimated Time: 2 days

**5. Feature: Modify the “index” page of game views to show only several selected columns for each game**

Assigned to: Komo Zhang

Points: 2

Estimated Time: 2 days

**6. Feature: Navigation back to the main page from the game list page**

Assigned to: Komo Zhang

Points: 2

Estimated Time: 2 days

**7. Feature: Navigation back to the main page from the game list page**

Assigned to: Nilo Lisboa

Points: 2

Estimated Time: 2 days

**8. Feature: Modify the “show” page of game views, to show the new columns**

Assigned to: Nilo Lisboa

Points: 2

Estimated Time: 2 days

**9. Feature: Modify the “edit” page of game views, to show the new columns and make them editable.**

Assigned to: Nilo Lisboa

Points: 2

Estimated Time: 2 days

## Links:

*Deployed App:* <https://evg-library-8a920fa9c3cb.herokuapp.com/>

*GitHub Repository:* <https://github.com/yeonchae62/LIVE>

*Project Management Page:* <https://www.pivotaltracker.com/n/projects/2690138>

*Slack:* <https://app.slack.com/client/T06GX5X8ZFT/C06GPUM5G76>

*Code Climate Report:* <https://codeclimate.com/github/yeonchae62/LIVE>

Legacy Project: N/A