

Sprints

Sprint 1: Homepage and Main 8-Ball Engine:

- **Front-End Team (12-14 / man-hour)**
 - Design the Map for the Main page
 - Design of a dynamic map
 - Buttons to the 4 mini-apps In 4 different locations
 - A button to turn the music On and Off
 - Animation for the map
- **Back-End Team(5/ man-hour)**
 - Build the main Function for the 8-Ball Engine
 - The ability to randomly choose the answer
 - The ability to know if the answer is legit or Not valid
 - Have the ability to use different answer dictionaries (each dictionary designed by miniapp group later)
- **Management:**
 - Keep Track of our teams, Front-End and Back-End
 - Setup the project documentation
 - Make sure every group uses source control correctly

Sprint 2: Build The mini Apps

- **Team 1 (Back-end and front-end):**
 - Work on the Molydomancy and its answer dictionary
- **Team 2 (Back-end and front-end):**
 - Work on the Yin Yang Coin its answer dictionary
- **Team 3 (Back-end and front-end):**
 - Work on the Cartomancy its answer dictionary
- **Team 4 (Back-end and front-end):**
 - Work on the Fortune Stick its answer dictionary

- **Management:**
 - Keep Track of our teams, And make sure they're working on the right criteria

Sprint 3: Merger and Test Cases

- Each group setup test cases for their own mini-app
- Every two group setup test cases for each other
- Each group merges their mini-app branch to the main branch

Final Day: Contract Due date

Sprint 1 specific requirements:

- A design of a map for normal PC pixel size and also for a phone interface.
- Music is played during the game and an option for the user to mute or unmute the song.
- Buttons in the main map page that will lead the user to every MiniApp.
- The main 8Ball function which we can call in all of our MiniApps.
- Different dictionaries of answers for every single game.
- Function to check if the input

Sprint 2 specific requirements:

- The UI theme should be consistent with the one from main-page for every mini-app
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