

Minimum Viable Product

- Unbounded whiteboard with panning
- Multiple users can connect to the server and be in the same session
- No maximum number of users (maybe some arbitrary limit just in case someone spams the server e.g. 100 - teams of hundreds is ridiculous anyway)
- Any user can create a new card (title and text)
- Each user can move cards anywhere on the whiteboard and the whiteboard will be updated for all in the session

Core Stretch Goals

Applying a sizing scale

- User can add a sizing scale with a sequence of number (e.g. fibonacci) of columns
 - predefined list at first
- User can place the scale on the whiteboard so that the first column aligns with the left-most card and the last column aligns with the right-most card - manual resize
- Able to add column size associated with each card

Taking turns

- User can add their name to the queue
- Current player displayed
 - Able to see queue
- Person who's turn it is has to click something to end their turn
 - No concept of host yet

Card movement restrictions

- Only the current player can move cards
 - Turn info sent to clients and only the client who's turn it is can move cards (e.g. don't handle drag and drop if it's not your turn)
 - Server refuses move commands from anyone but current player
- User can only move one card at a time
 - Move info saved and if moving another card, it resets the previous one to whatever (unsized, sized, previous position) and new card is be moved
 - Only when moving another card - cards can be dropped and picked up again and that's still within moving one card

Saving the session

- User can save a session
 - bookmark/email session link, maybe download session state
- Maybe have session start and end time and any notes for the overall session

Stretch-Stretch Goals

Session Management

- User info saved
- Only user can
 - create session
 - Apply scale
 - End session
 - Edit session notes
 - Add participants to queue

Unsize cards

- Sidebar panel with manually created cards
- Can be dragged out and placed on the whiteboard

Out of play pile (Uncertain Pile?)

- Cards moved to many times are uncertain and removed from the board
- Allow dragging back out onto the whiteboard
 - Probably comes with the panel component being the same as unsize

Session Stats Displayed In Real Time

- Time elapsed
- Number of cards not arranged
 - this might just come with have sidebar panel because really easy
- Cards moved too many times
 - this might just come with have sidebar panel because really easy

Import ticket info

- CSV/XML
- Automatically creates cards

Export ticket info

- CSV/XML
- Automatically generated from cards

Cards Note

- User can add card sizing notes
- Card sizing notes are saved to each card

Participants vs Viewers

- People can participate with one link to the session
- People can view only with another link to the session

Save move history

- Able to view as itemized list
 - Bob McKenzie added card "Beer"

- Doug McKenzie moved card “Take off hoser” right
- Maybe add relative position change if not too hard

Freehand drawing on whiteboard

- Temporary (not saved with session)
- Might not be too hard if using SVG canvas

Jira integration via REST API

- Not likely to get done on LHL final project