

Sprint Plan 2

User Stories:

User Story 1: (5) As a buyer, I need to be able to bet for the product with my own point.

1. Create input field / form for buyer to input percentage they'd like to purchase. (1)
2. Set the upper / lower limit of payment that the user can bet for one item. (1)
3. Link database with list of users purchasing an item. (3)

User Story 2: (3) As a buyer, I need to charge points / be able to pay money for stuff.

1. Deduct from user's balance when betting on an item (2)
2. Store amount user paid on an item in the database (2)

User Story 3: (8) As a dev, I need to have a fair drawing algorithm for deciding the winner.

1. When a customer bets for a stuff, the portion of user's betting for item should be updated on the database. (1)
2. When buyers reach 100% of seller's price, algorithm must decide a winner and update balances. (6)

User story 4: (1) As a seller, I need to set the due date to get back my registered item.

1. Upload 'dueDate' on the item to the database when the seller submits the form. (1 days to 30 days) (1)
2. Add dropdown menu for selecting length of betting period on create listing form. (2)

User story 5: (8) As a buyer, I need a set due date to get my points back if the item is not raffled.

1. Create date listener to determine when listing reaches dueDate. (4)
2. At the dueDate, refund points to users who paid for the item. (1)
3. At dueDate, delete listing from database, and from the seller's item list. (1)

User story 6: (5) As a dev, I need a logical database schema for managing the website functions.

1. When a seller registers item, the itemID should be added on the seller's item list. (2)
2. Make able to upload image file of the item when seller registers it. (2)

Team Roles

HyungJun Yoon - Product Owner

Ryan Steinwert - Developer

Yuxi Ma - Developer

Marcus Nikaido - Developer

Jaeho Moon - Scrum Master

Task Assignment

HyungJun Yoon

- Link database with list of users purchasing an item.
- When buyers reach 100% of seller's price, algorithm must decide a winner and update balances.
- At dueDate, delete listing from database, and from the seller's item list.
- When a seller registers item, the itemID should be added on the seller's item list.

Jaeho Moon

- Store amount user paid on an item in the database
- When a customer bets for a stuff, the portion of user's betting for item should be updated on the database.
- Make able to upload image file of the item when seller registers it.

Ryan Steinwert

- Create input field / form for buyer to input percentage they'd like to purchase.
- Upload 'dueDate' on the item to the database when the seller submits the form. (1 days to 30 days)
- Add dropdown menu for selecting length of betting period on create listing form.
- Create date listener to determine when listing reaches dueDate.

YuXi Ma

- Deduct from user's balance when betting on an item
- When a seller registers item, the itemID should be added on the seller's item list.

Marcus Nikaido

- Set the upper / lower limit of payment that the user can bet for one item.
- At the dueDate, refund points to users who paid for the item.

Scrum Times

- Tuesday 2:00-2:30, SNE library
- Thursday 3:45-4:30, BE340A (with TA)
- Sunday 7 pm, online