

Sprint backlog 1:

Team 146: Jane Threefoot & Dillon Lareau

Spring 1 Backlog

Product Owner: Jane Threefoot

Pages:

- Create urls.py (5 min) - Jane
- Base HTML Template (1 hr) - Jane
 - Turn site design into base html (30 min)
 - Turn site design into base css (20 min)
 - Set up templating scheme (10 min)
- Login (45 min) - Jane
 - HTML/CSS (20 min)
 - View to render the page (10 min)
 - View to handle logging in and redirecting (15 min)
- Registration (1 hr 5 min) - Jane
 - Registration form (15 min)
 - Set up user and player objects (10 min)
 - HTML/CSS (20 min)
 - View to render the page (10 min)
 - View to handle registration responses and redirecting (10 min)
- Main page (1 hr 5 min) - Jane
 - HTML/CSS (20 min)
 - View to render the page (20 min)
 - Includes logic for sorting the game listings
 - Make game action (15 min)
 - Join game action (10 min)
- Game page (50 min) - Dillon
 - HTML/CSS (30 min)
 - Resign button (20 min)
 - when one player moves, update other player's display (5 min)
 - Make move action and jquery (20 min)
- Profile page (30 min) - Jane
 - HTML/CSS (20 min)
 - View to render the page and generate player info (10 min)
- About Tafl page (35 min) - Jane
 - HTML/CSS (10 min)
 - view to render the page (10 min)
 - actual content write up (background and rules) (15 min)

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Actions:

- Make Game action (25 min) - Dillon
 - make game form (10 min)
 - selection for color
 - game model (5 min)
 - view - create new game in db, redirect initiating player to game page (10 min)
- Move pieces legally (1hr 20 min) - Dillon
 - send attempted coords to server (15 min)
 - check with Ruleset.isValid (20 min)
 - if valid, update both players' boards, switch turns (20 min)
 - else error message to current player and let them try again (5 min)
 - jquery to update the board (20 min)
- End Game action (25 min) - Dillon
 - set game.winner to winning player and mark game as finished (15 min)
 - return render of main page to both players (10 min)
- Resign (20 min) - Dillon
 - js alert asking player "are you sure?" (5 min)
 - if no, close alert window (5 min)
 - if yes, call endGame view (10 min)
- Websockets (1 hr 10 min) - Dillon
 - Set up ws4redis (30 min)
 - Create interface for easy message passing (20 min)
 - Implement client listener template (20 min)

Debugging: (1-2 hrs) - Jane and Dillon