

Sprint 2 Plan

Product name: Ulol.gg

Team Name: Ulol.gg

Sprint completion date: 2/14/2023

Revision number: 1

Revision date: 2/14/2023

Goal:

Transition from the individual summoner to team wide information and data analysis and successfully integrate to the current version of the website.

Task listing, organized by user story:

As a league player, I want to be able to see very specific information about the enemy team

- *Create team page*

As a league competitive player, I want the website to analyze the enemy player's habits to give me an advantage

Team roles:

Gabriel da Silva: Product Owner

Francisco Gomez: Developer

Cesar Ramirez: Developer

Yash Bhedaru: Scrum Master

Darren Lee: Developer

Initial task assignment: (BELOW)

Gabriel da Silva:

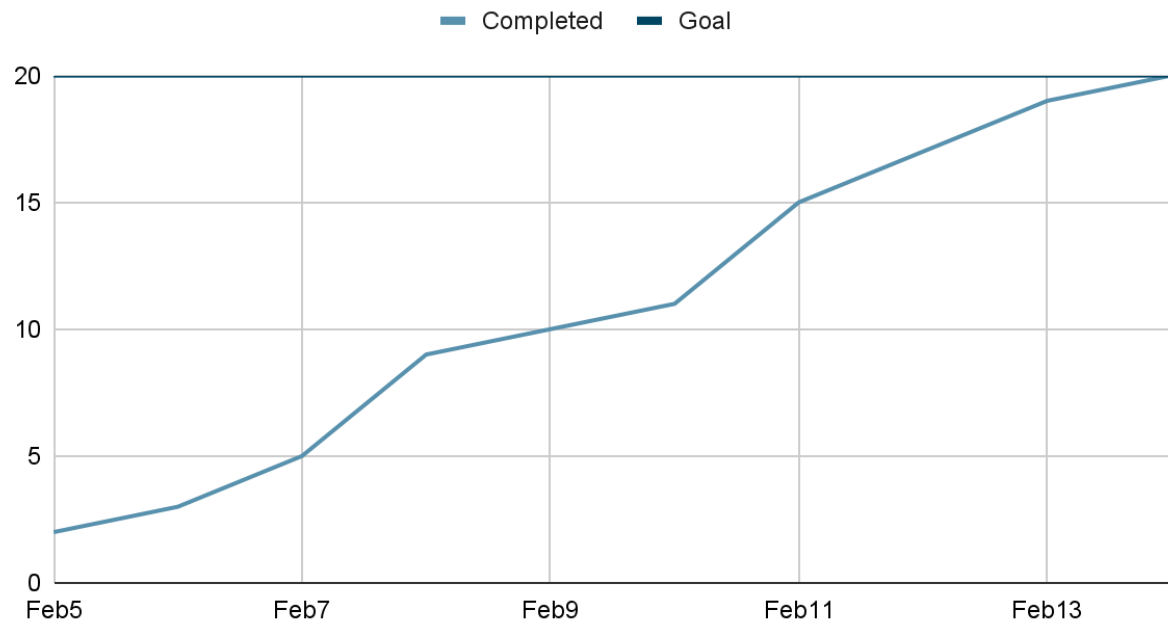
Francisco Gomez:

Cesar Ramirez:

Yash Bhedaru:

Darren Lee:

Burnout Chart



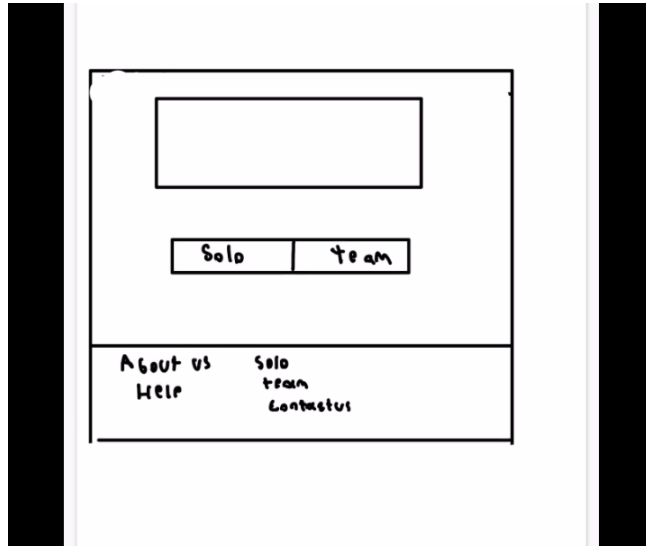
Initial scrum board: <https://trello.com/b/0Rw4oUaH/scrum-board>

Scrum times:

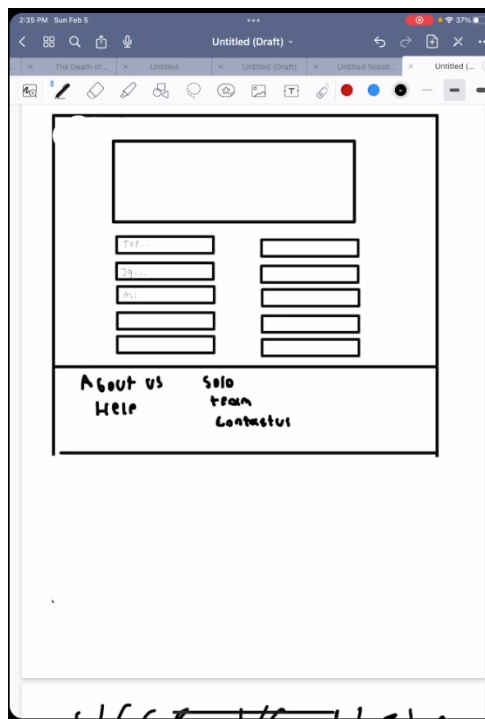
TA Meeting: Mondays 11:00 am

Scrum meetings: Tuesdays, Wednesdays, Fridays

Initial page(frontend) (yash)
-> picture
Initial page (backend) (yash)
-link to solo/team pages



Team page search:



Team page search (front end) (francisco)

-> Button/header to switch between individual summoner and team

Team page search (design) (francisco)

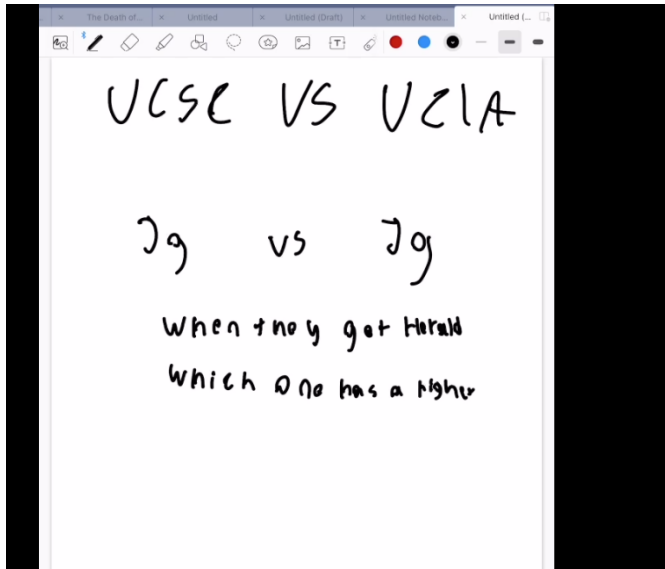
Frontend -> how to show team versus team

Backend -> allow search and pull data and shift to team page display

Team page search (back end) - Gabe

-> Get the right data from api

-> change screen to team page display



Team page display (frontend) (darren)

-> implement the design to display data

Team page display (backend) - Cesar

-> display whichever data the design states to display

Team page display (design) (darren+cesar)

-> think of relevant design/data to use/place

-> <https://battlefy.com/clol2023/conference/west-championship/stats/players?sort=assists>