Sprint 2 Plan

Team Name: AGJMP
Product Name: lolest
Sprint completion date: November 3, 2019
Revision Number: v1.0
Revision Date: October 21, 2019

Goal: Our goal for this sprint is to design and implement the general layout of the UI. To do this, we also need to ensure we have a functioning data flow from the database to the client. We will have to work on creating different endpoints for different API calls.

Task listing:
1. As a team coach, I need to have access to clear visualizations of statistics to easily analyze and compare statistics across teams and players, so that I can decide which players are under- or over-performing.
   Story points: 5
      ● Query chosen teams or players to compare
      ● Create special data visuals that show useful comparisons of stats
   Total Time: 10 hours
2. As an Esports fan, I need to have easy access to the League of Legends Esports twitch stream, so I can see how the statistics compare to the real-time performance.
   Story points: 3
      ● Scrape schedules for future games to see which teams to query for stream
      ● Embed Riot Games stream on web app
   Total Time: 8 hours
3. As an Esports fan, I need to be able to query which team/player I want to see data for, so I can save time.
   Story points: 3
      ● Query chosen teams or players

Total Time: 8 hours

Team Roles:
Jake Hwang: Backend developer (More Web-scraping using BeautifulSoup) (Learn Flask from Perry/Gus)
Perry Yang, Gus Person: Backend developer (Flask API for retrieving data through queries, learn some front-end stuff and help)
Michael Hsieh: Frontend developer (set up Flask/React communication, implement autocomplete search bar and setup general layout of the webpage)
Alfred Lam: Frontend developer (React/d3 to display data as tables/graphs)

Initial Tasks:
Jake Hwang: Web-scraping LCS schedules to determine what data to display during streams (User story: 1, 2)
Perry Yang/Gus Person: Build APIs for data retrieving and finish a Class to easily manage the data.
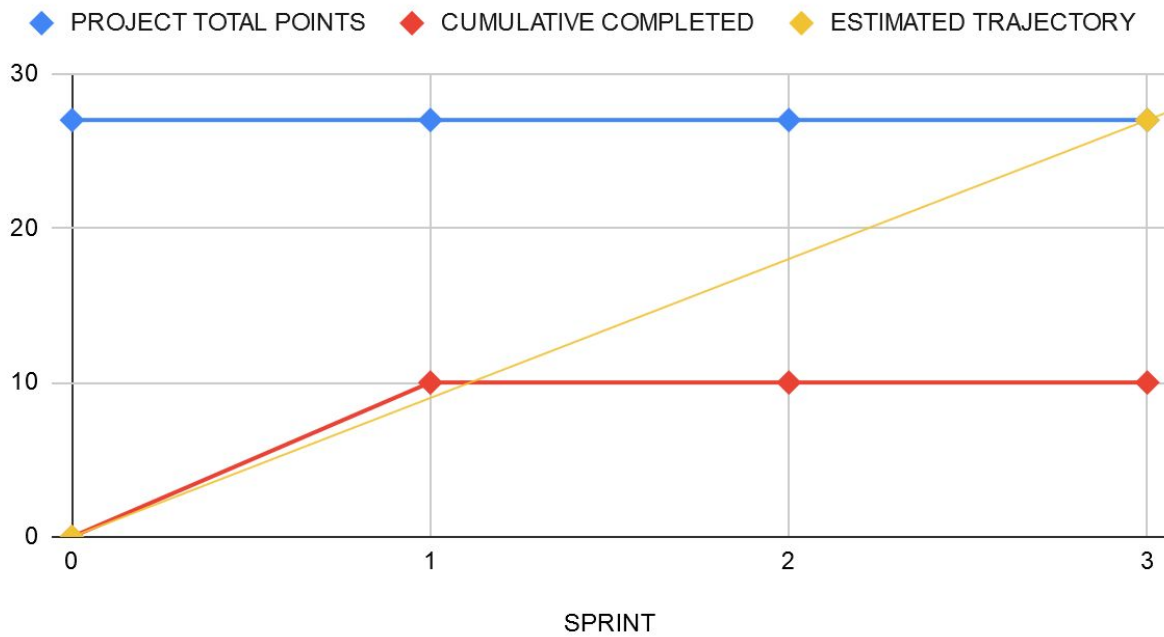Michael Hsieh: Build the general layout of the pages and navigation between them.
Alfred Lam: Display all the different types of data across players/teams in a way that makes sense and is useful to fans/coaches, each in its own component

Scrum Meeting Times:
- Monday 10:00 PM-10:15 PM
- Wednesday 5:30-6:00 PM
- Saturday 3:00-4:00 PM

Burn-up chart:

Scrum Board: