

## Sprint 3: Backlog

### Completed Tasks

- Display the word of the round:  
Kastanos 99004322
- Bug fixing and page refactoring:  
Dessai 811790
- Make a Gameplay HTML Page:  
All members
- Set up and implement acceptance testing framework:  
Kastanos 99004322
- Create the voting system to store a vote:  
Rubin 598561
- convert dummy gameplay page to a functional page  
Kastanos 99004322
- Display all players in the lobby game in the lobby game page:  
Rubin 598561 & Beder 811071
- Select a dasher for each round:  
Rubin 598561 & Beder 811071
- Allow players to input their definitions via the keyboard:  
Rubin 598561 & Kastanos 99004322
- Convert a lobby game into a dummy game page when the game is full  
Dessai 811790
- Research AJAX and implement automatic page refreshing where needed:  
Dessai 811790

### Uncompleted tasks:

- Create AWS server to access
  - This has become an investigation into Heroku
- Major bugs still exist in the voting system
- Display the "dictionary correct" definition to the dasher
- Remove a player from the lobby game if they leave the lobby page

### Tasks which were not started:

- Cancel game before it begins
- Provide ability for dasher to mark definitions as correct or incorrect
- Create a basic database with balderdash words and corresponding definitions
- Define point scoring system for in-game mechanics
- Allocate points to each player
- Tally up the points and compare against winning point score

It is key to note (from Trello) that the vast majority of these tasks were not considered high priority and hence were not part of the MVP goal.