

Sprint 4: Backlog

Completed Tasks

- Define point scoring system for in-game mechanics
Kastanos 99004322 and Rubin 598561 and Beder 811071
- Allocate points to each player
Rubin 598561 and Beder 811071
- Provide ability for dasher to mark definitions as correct or incorrect
Rubin 598561
- Debug slow and buggy gameplay
Rubin 598561 and Beder 811071
- Create Heroku server to access
Dessai 811790
- Set up Travis CI to deploy to Heroku
Dessai 811790
- Add Functionality to delete information off server
Rubin 598561
- Tally up the points and compare against winning point score
Rubin 598561
- Test someone reaching win score ends game and takes them to home page
Beder 811071
- Provide ability for players to vote on a definition
Kastanos 99004322, Rubin 598561 and Beder 811071
- Multiple rounds in gameplay with new dasher and word each time
Rubin 598561 and Beder 811071

- Add end of round page with functionality to start next round

Rubin 598561 and Beder 811071

- Expand the hardcoded dictionary of words and definitions

Kastanos 99004322

- If a lobby game is empty, it should be destroyed

Dessai 811790

- Display all definitions given for voting purposes

Rubin 598561

- Provide ability for players to input their definitions

All members

- Bug Fixes and Page Refactoring

All members

- Technical Documentation (Report and Artifacts)

All members

Uncompleted Tasks

- Complete coveralls such that the badge is visible on Github
 - > This is probably an issue related to not being an admin on the repo

Tasks which were not started

- Remove a player from the lobby game if they leave the lobby page
- Get game round number showing and incrementing

All the completed tasks were considered high priority as they were all required to for the MVP. The coveralls issue could not be avoided and time constraints restricted the team from starting all tasks initially planned for.

