

CMPS 115

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Sprint 2 Plan

English with Sammy

Expected Release: 7 July 2019

Goals:

- Implement another two exercises: one that is a crossword puzzle with hints that a user can solve and the other is a typing game where words go across the screen and the user needs to type the correct answer with the presented word.
- Set up the database and put data relevant to our work into it

User Stories:

1. As a user, I want to learn new words within sentences so that I can understand them in context
2. As a user, I want to be able to search for a game that has the words I would like to study so that I practice vocabulary relevant to me

Tasks to accomplish in this Sprint:

- For User Story 1: We need to add more words in database
- For User Story 2: We need to change the game logic so that we can retrieve data from the database.

Team Roles:

- Fawaz, Jonathan, Kyungmo Kim, Juan Lee: Change code in the game so that user can learn words from the database
- Fawaz, Jonathan, Kyungmo Kim, Juan Lee: Fill in the database.

Online Tools we use:

- Firebase