CMPS 115

Gabriela Medvetska (Product Owner) Fawaz Chaudhry (Scrum Master) Juan Lee Kyungmo Kim Jonathan Huey

Sprint 1 Plan English with Sammy

Expected Release: 7 July 2019

Goals:

- Implement two exercises: one where users match pairs of pictures and text and another one where users match the correct picture with the presented word. Set up the infrastructure and brush up on skills we need to work with our technologies.
- Set up the infrastructure and brush up on skills we need to work with our technologies.

User Stories:

- As a user, I want to choose an exercise of Matching Pairs type that is more engaging and fun to interact with than a textbook so that I can learn new English words
- 2. As **a user**, I want to choose an exercise of Matching Pairs type that is more engaging and fun to interact with than a textbook so that I can learn new English words
- 3. As **a user**, I want to have a User Interface (UI) that is easy to use and navigate so that I can focus on studying

Tasks to accomplish in this Sprint:

For User Story 1:

- 1. Research how to implement games functionality with Javascript and how to set up our codebase to accommodate for it (30 minutes)
- 2. Design the overall view of the games and pages related to them (e.g. starting the game, resetting the game, showing the result) (4 hours)
- 3. Find pictures which would suit the words and add them to the /public/img/ folder for now and upload to be used in Sprint 2 to Firebase (1 hour)
- 4. Implement the skeleton of the platform (1 hour)
- 5. Implement the first game (6 hours)
- 6. Implement the second game (4 hours)
- 7. Unplanned work (10 hours)

Total time allocated for this user story: 16 hours and 30 minutes

• For User Story 2:

- 1. Research what other platforms do to make their UI cleaner and easier to use (30 minutes)
- 2. If necessary, edit the colors and game elements to make sure they are not too busy with colors/shades and that they follow basic clean design principles (4 hour)

Total time allocated for this user story: 4 hours and 30 minutes

Team Roles:

- Gabriela Medvetska FullStack Developer, UX/UI Designer
- Fawaz Chaudhry FrontEnd Developer, UX/UI Designer
- Juan Lee FullStack Developer, Tester
- Kyungmo Kim Database Admin, Tester
- Jonathan Huey FullStack Developer, Tester

Initial Task Assignment:

- Gabriela Medvetska user story 1 tasks: 1, 2, 3, 4; user story 2 tasks: 1, 2
- Fawaz Chaudhry user story 1 tasks: 1, 2, 3, 4; user story 2 tasks: 1, 2

- Juan Lee user story 1 tasks: 1, 2, 3, 5, 6
- Kyungmo Kim user story 1 tasks: 1, 2, 3, 5, 6
- Jonathan Huey user story 1 tasks: 1, 2, 3, 5, 6

Online Tools we use:

- GitHub Repository
- Trello Board