CMPS 115
Gabriela Medvetska (Product Owner)
Fawaz Chaudhry (Scrum Master)
Juan Lee
Kyungmo Kim
Jonathan Huey

Sprint 3 Plan
English with Sammy
Expected Release: 15 July 2019

Goals:

- Implement a fully functional web app, so that users can learn vocabulary while playing games.

User Stories:

1. As a user, I also want to choose the difficulty of the game, so that I can play the game with my unique game style / so that I don't have to worry about making a mistake and so I can challenge myself in multiple ways.

   Task 1: Make a pre-game starting screen for each game with difficulties listed as checkboxes for selection (Easy and Challenging)

   Task 2: Pass user selection to the back-end to adjust the game difficulty

   Total for user story: 5 points / 8 hours

2. As a user, I want to choose the category of words, so that I can study words relevant to me.

   Task 1: Adjust the front-end part of the website so that it includes the correct links to all games and forwarding routes

   Task 2: Get user selection from the URL and pull the correct category from Firebase

   Total for user story : 3 points / 3 hours

3. As a developer, I want to integrate and document every game so that the user can enjoy multiple different games without any issues.

> Task 1: Integrating each other's code into the main website (global elements such as navigation bar)
>
> Task 2: Thoroughly test each game and links on the website
>
> Total for user story: 13 points / 21 hours

4. As a developer, I want to make a web page with a polished design so that it is more engaging and easy to use.

> Task 1: Customizing the styles of our games so that they follow the same principles and have a common theme among them
>
> Task 2: Modify the main page template so that it includes relevant information about us and our product
>
> Total for user story: 5 points / 12 hours

Tasks to accomplish in this Sprint:

- For User Story 1: Implement difficulty levels for the game

- For User Story 2: Implement category divisions for the game. Category will be offered by query string, like
  mLetters/?category = Vegetables
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Team Roles:

- Fawaz: Make polished design for main page, updating Scrum board
- Juan: Implement difficulty level of game, category. And add comments for the code.

- Jonathan: Implement difficulty level of game, category. And add comments for the code.
- Kyungmo: Implement difficulty level of game, category. And add comments for the code.
- Gabriela: Implement difficulty level of game, category. And add comments for the code.

Online Tools we use:

- Firebase