Sprint 5 Planning

Hagglers

Team Roles

Product Owner: Justin Abraham
Scrum Master: Nick Anaya
Coding Monkey: Victor Pan, Stella Yang, Griffith Thomas, Jackson Stone, Emmie Teng

Goals For This Sprint

The goals for this sprint are to prepare for the handoff of the project to the client, make user experience improvements, and fix any remaining issues. To facilitate the client handoff, we will provide the link to the GitHub repository and document the deployment process in the README. For the enhancements, we will focus on adding more content to the database, adding missing profession preferences, and adding starter items to the seeding data. We will also research potential UI improvements and implement the changes, including updating the admin pages. We will prioritize fixing any broken functionality and making small UX improvements to enhance the overall game experience and feel. We will also send the game out to testers to gather feedback. The banking system story has been dropped because the implementation would have been time-consuming.

For this Sprint, we plan on:

Division of Features:
- Justin - Write Scenarios and validate pull requests
- Nick- Facilitate meetings and write documents
- Griffith - client handoff, missing preferences, game over page
- Stella - adding log out user interface, making npcs trading scalable
- Emmie - pixel art background, update UI for admin pages, proper routing for admin, displaying first name in UI
- Victor - get feedback from game testers and add content to gameplay story
- Jackson - general UI enhancement research and implementation

User Stories

#	Feature	Description	Points	Owner(s)	Tasks
1	Introduction of currency	As a player So that I can learn about	2	Nick Anya	Fix Javascript.

		the development of currency I want to be able to use currency as a means of exchange			
2	Add more content to the database	As a **player** So that I **have a more balanced game** I want **more succinct content in the database** This includes any additional items, NPCs, professions, preferences, expenses, etc.	2	Victor Pan	Testing (2hrs) Come up with new content (2hr) Add new items (1hr)
3	Update the UI for Admin pages	As an **admin** So that **I can easily access and see the CRUD functionality** I want an **updated UI for admin pages.**	2	Emmie Teng	Lofi-sketches (2 hrs) Cucumbers and Routing (2 hrs) Main Admin Hub (2 hrs) Characters Page - NPC and Player (2 hrs) Inventories and Items Page (1hr) Shopping List (1 hr) Preferences (1 hr) Expenses (1hr)
4	Unlimited items for npcs	As a **player** So that **I can continuously trade with an NPC even when other players trade** I want **an NPC to have unlimited**	2	Stella Yang	Write cucumber steps (.5hr) Write Rspec Tests (1.5 hrs) Update Trading to not deduct from NPC (1 hr) Change display of NPC Inventory (2 hrs) Update seed (1 hr)

		items			
5	Apply UI improvements	As a **player** so that **I can easily play the game and enjoy it** I want to **want the user interface to be easy to use and polished**	3		Study new UI features (2 hrs) Apply new UI features to all pages (3 hrs) Gameplay testing (1.5 hrs)
6	Add pixel art backgrounds	As a **player** so that **I enjoy playing the game** I want to **see fancy backgrounds on pages as I play**	2	Emmie Teng and Stella Yang	Look for inspiration (1 hr) Creation of pixel art (5 hrs) Applying backgrounds to pages (2 hrs)
7	Improve the game over page	As a **player** so that **I can recover from a game over state** I want to **the game over page to have good styling and allow me to go back to the start with new starter items**	2	Griffith Thomas	Write cucumber steps (.5hr) Write rspec tests (1hr) Improve page formatting (.5hr) Improve page features (.5hr)
8	Add a logout button	As a **player** so that **I can remove my account from this browser** I want to **click a log out button from the profile page**	1	Stella Yang	Write cucumber steps (1 hr) Add logout button to page (0.5 hr) Prettify (1 hr)

Customer Meeting

Date: 03/28/2024
Time: 12:00 pm Central Time
Location: Google Meet

Summary of Meeting:

Showed what we have worked on so far from the last meeting (Tutorial). Switch over github, repo, client will fork repo, deploy to their own heroku. On our side: make sure the client has a link to github repo, whatever we do for our deployment, put it in our readme (document it). Product Page on TeamUp. Make Screenshot of good parts and send. Improve UX. Small. What about game tests? Minimal. Any Ideas to improve the feel. Valuable. Fix any broken functionality. What about the banking system? Should not be implemented if it takes long. For sprint 5, just small UX and feel improvements.

Project Links

Deployment: https://fin-lit-quest-65cfa09cddc8.herokuapp.com/
Github: https://github.com/teamup-apps-for-good/fin-lit-quest
Project Tracker: https://www.pivotaltracker.com/n/projects/2687724
Slack: https://hagglerdev.slack.com