

Sprint 4 Planning

Hagglers

Team Roles

Product Owner: Jackson Stone

Scrum Master: Justin Abraham

Coding Monkey: Victor Pan, Stella Yang, Griffith Thomas, Nick Anaya, Emmie Teng

Goals For This Sprint

For this sprint, our core focus will be on working on gameplay-visual focused stories like UI and implementing usable currency into the game. A stretch goal will be to add debt and banking into world 3 so that users can take out loans. We will start planning our UI style guide so that we have a better guide on how we want to layout our game and how the visuals should look like. This entails reworking the UI after creating the guide and also adding a sidebar to all the pages that the users will have access to. Previously, we didn't have a focus on looks, just features. After the addition of trading world 1, we want to be able to currency in world 2, so we will be implementing the introduction of currency in this sprint so that users will be able to make trades and sell for currency. We will also create a tutorial section when a user first joins so that they can get a basic understanding of gameplay elements. With every new user, we will also add that they will get a starter kit of items to use when they create an account. Another change we will be making is the time increases for when a trade fails or succeeds and after a week and after expenses are taken the player will get a weekly allowance of items. Finally we have lots of chores that need to be done for this sprint, which include increasing our coverage and protecting admin routes from players.

For this Sprint, we plan on:

- Creating a UI Style Guide
- With the UI Style Guide giving a basic rework of the UI
- Adding a sidebar element to access from pages
- Introduce currency trading to the players in world 2
- Add a tutorial system
- When a trade fails, increase the time of day.
- Increase coverage from 98% to 100%
- Protect admin routes so players can't access them

(Stretch Goals)

- Adding bank system to get loans from to get money for players in world 3

Division of Features:

- Jackson- Write Scenarios and validate pull requests

- Justin- Facilitate meetings and write documents
- Griffith - add basic income and starter items; protect admin pages
- Stella - sidebar element, UI style guide, coverage, add banking
- Emmie - sidebar element, UI rework
- Victor - tutorial
- Nick - increase time when trade fails ; increase successful trade to 2 hrs,

User Stories

#	Feature	Description	Points	Owner(s)	Tasks
1	Adding a sidebar element	As the player so that I can go to multiple pages when I'm on the game I want to have a taskbar on the screen	2	Stella & Emmie	<ul style="list-style-type: none"> • Cucumber Definitions (2 hrs) • Rspec Tests (1 hr) • Create lo-fi Design (0.5 hrs) • put sidebar buttons into a partial (2 hr) • js for expanding and shrinking the sidebar (3 hr) • make the rest of the screen dimmer (2 hr)
2	Basic UI Rework	As the player so that I can have a better experience playing the game I want to have a UI that is easy to use and visually appealing	3	Emmie	<ul style="list-style-type: none"> • Write Tests (2 hrs) • Home Page (2 hrs) • Town Page (2 hrs) • Inventory Page (2 hrs) • Trade Page (3 hrs) • Shopping List Page (2 hrs)
3	Trade fails increase time of day	As a player So that when I make a failed trade I want the time in the day to increase.	1	Nick	<ul style="list-style-type: none"> • Cucumber Tests (1 hr) • Rspec Tests (2 hrs) • Add time increase logic for trade fails (1 hr) • Integrate backend with frontend (0.5 hrs) • Test functionality (0.5 hr)
4	Add starter items when account is	As a player So that when I make a new	1	Griffith Thomas	<ul style="list-style-type: none"> • Rspec tests (1hr) • Add starter items (.5 hr)

	made	account I want A starter kit of items.			
5	Get items every week after expenses (allowance)	As a player So that I can get the understanding of a job I want a weekly item after my expenses are paid.	2	Griffith Thomas	<ul style="list-style-type: none"> • Rspec tests (1hr) • Add income item to player (.5 hr) • Add income (.5 hr)
6	Introduction of currency	As a player So that I can learn about the development of currency I want to be able to use currency as a means of exchange	2	Nick	<ul style="list-style-type: none"> • Cucumber tests (2 hrs) • Rspec tests (3 hrs) • Implement currency logic (1 hr) • Add model for currency (1 hr) • Integrate backend with frontend (1 hr) • Test functionality (0.5 hrs)
7	Add a tutorial	As a player So that I can quickly get the hang of how the game works and understand what is happening I want a brief tutorial	3	Victor	<ul style="list-style-type: none"> • Cucumber tests (3hrs) • Rspec tests (2hrs) • Lofi sketch (.5hr) • Create tutorial page (1hr) • Write up game mechanic explanations (4hrs) • Add tutorial page contents (1hr) • Add tutorial page functions (2hr) • Route first login to tutorial page (1hr) • Add button to tutorial on home page (.5hr)
8	Add bank system to get loans from	As the player so that I can get loans I want to to be able to go	3	Stella	<ul style="list-style-type: none"> • implement cucumber steps (3 hr) • rstep tests (4 hr) • lofi-design (1 hr) • create debt value database

		to a bank and take out a loan			changes (2 hr) <ul style="list-style-type: none"> • check for whether player is eligible for more loans (3 hr) • complete the loan (2 hr)
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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>