

# Sprint 3 Planning

Hagglers

## Team Roles

**Product Owner:** Griffith Thomas

**Scrum Master:** Victor Pan

**Coding Monkey:** Justin Abraham, Stella Yang, Jackson Stone, Nick Anaya, Emmie Teng

## Goals For This Sprint

For this sprint, our primary focus is to implement authentication and session tracking using OmniAuth so that we can track active players. We will also introduce recurring daily and weekly expenses that players will need to keep in mind. With the addition of expenses, we will introduce a timekeeping mechanism as well as consequences that will impact players if they are not able to keep up with those expenses. In addition to this, we will be enhancing our current trade feature by adding variance, profession descriptions, and UI improvements. This includes profession variance based on bias and mood, time variance based on the week, descriptions that hint at profession variances, and general UI improvements to simplify trading.

### For this Sprint, we plan on:

- Implementing a login page with OmniAuth integration
- Keeping track of the logged in player's session
- Adding a timekeeping mechanism
- Implementing recurring expenses that players will have to keep track of
- Adding consequences for failure
- Enhancing the trading feature by integrating profession and time variance
- Merging offer and counteroffer pages to simplify trading
- Adding descriptions for different professions

### (Stretch Goals)

- Starting with Phase Two features such as currency, banking, and debt
- Improving UI
- Starting to add some dialogue

### Division of Features:

- Griffith - Write Scenarios and validate pull requests
- Victor - Facilitate meetings and write documents

## User Stories

| # | Feature                    | Description   | Points | Owner(s)    | Tasks   |
|---|----------------------------|---|--------|-------------|---|
| 1 | Login to the game          | As a <b>player</b> so that I <b>could play from multiple devices and have my progress restored</b><br>I want <b>to be able to log into the game</b> | 1      | Jackson     | <ul style="list-style-type: none"><li>• Create login controller (0.5 hrs)</li><li>• Create login view (1 hr)</li><li>• Testing (1 hr)</li></ul>   |
| 2 | OmniAuth integration       | As a <b>player</b> so that I <b>can securely access my save of the game</b><br>I want <b>to be able to log in with Google OAuth</b>                 | 2      | Jackson     | <ul style="list-style-type: none"><li>• Add OmniAuth to project and setup OAuth credentials (1 hr)</li><li>• Implement authentication callbacks (2 hrs)</li><li>• Save auth info to user model (1 hr)</li><li>• Testing (3 hrs)</li></ul>           |
| 3 | Track the logged in player | As a <b>player</b> so that I <b>can play as my account</b><br>I want <b>to have my player ID be used across the application when I am logged in</b> | 2      | Jackson     | <ul style="list-style-type: none"><li>• Create a global authentication provider (1 hr)</li><li>• Use the provider across all controllers and views to render content to the logged in user (2 hrs)</li><li>• Testing (2 hrs)</li></ul>              |
| 4 | Time advancement           | As a <b>player</b> so that I <b>have motivation to progress</b><br>I want <b>time to progress</b>   | 3      | Nick Stella | <ul style="list-style-type: none"><li>• Write RSpec Tests (2 hrs)</li><li>• Implement Time Progression Logic in Game Model (1.5 hrs)</li><li>• Update Player Model to Trigger Time Advancement (1 hr)</li><li>• Develop Time-Based Events</li></ul> |

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|---|------------------------------|---|---|--------|---|
|   |                              | as I take actions   |   |        | System (2 hrs) <ul style="list-style-type: none"> <li>• Test and Validate Time Progression Logic (1 hr)</li> <li>• Integrate Time Progression with Game State Management (1.5 hrs)</li> <li>• Update Views to Reflect Time Changes (1 hr)</li> <li>• Integrate Frontend-Backend (1 hr)</li> </ul>   |
| 5 | Daily expenses               | As a <b>player</b> so that I <b>have motivation to get items</b><br>I want <b>want to have daily expenses</b>                                     | 2 | Stella | <ul style="list-style-type: none"> <li>• Implement cucumber steps (2 hr)</li> <li>• Write RSpec tests (3 hr)</li> <li>• Implement check for one day pass (3 hr)</li> <li>• deduction of resources (1 hr)</li> <li>• Add helpful non-player dialogue (1 hr)</li> </ul>   |
| 6 | Weekly expenses              | As a <b>player</b> so that I <b>have motivation to get items</b><br>I want <b>to have weekly expenses</b>   | 2 | Stella | <ul style="list-style-type: none"> <li>• Implement cucumber steps (2 hr)</li> <li>• Write RSpec tests (3 hr)</li> <li>• Implement check for one week pass (3 hr)</li> <li>• deduction of resources (1 hr)</li> <li>• Add helpful non-player dialogue (1 hr)</li> </ul>  |
| 7 | Add consequences for failure | As a <b>player</b> so that <b>the game has challenge</b><br>I want <b>the state of failing to pay a recurring expense to lead to consequences</b> | 2 | Nick   | <ul style="list-style-type: none"> <li>• Write RSpec Tests (2 hrs)</li> <li>• Implement Failure Logic (1 hr)</li> <li>• Implement Consequences Logic in Player Model (1.5 hrs)</li> <li>• Create Service Object for Handling Failures (1.5 hrs)</li> <li>• Integrate Failure Consequences with Game Flow (1 hr)</li> <li>• Develop User Interface Feedback for Failures (1 hr)</li> <li>• Test and Validate Consequences System (1 hr)</li> </ul> |
| 8 | Profession variance          | As a <b>player</b> so that I <b>can have a realistic feeling of</b>   | 3 | Emmie  | <ul style="list-style-type: none"> <li>• Implement cucumber steps (3 hrs)</li> <li>• Write RSpec tests (3 hrs)</li> <li>• Migrate new field of multipliers (1hr)</li> </ul>   |

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|----|--|--|---|--------|---|
|    |  | trading<br>I want <b>there to be a different experience when trading with different characters based on mood and profession</b>  |   |        | <ul style="list-style-type: none"> <li>Seed multipliers (1hr)</li> </ul>  |
| 9  | Time variance                              | As a <b>player</b> so that I <b>can have a realistic feeling of trading</b><br>I want <b>there to be a different experience when trading at different times each week.</b> | 3 | Justin | <ul style="list-style-type: none"> <li>Create a function that generates random biases based on a player's day (2hrs)</li> <li>Change trade functions to add time-based bias function (1hr)</li> <li>Testing (2hrs)</li> </ul> |
| 10 | Merge the offer and counteroffer pages     | As a <b>player</b> so that <b>trading makes sense and does not confuse me</b><br>I want <b>the trading tools to all be on the same page</b>                                | 1 | Justin | <ul style="list-style-type: none"> <li>Remove counteroffer page (0.5hrs)</li> <li>Add full counteroffer functionality to the main trade page (1hr)</li> <li>Testing (1hr)</li> </ul>  |
| 11 | Add descriptions for different professions | As a <b>player</b> so that I <b>can understand an NPC's preferences</b><br>I want <b>to see descriptions</b>   | 1 | Emmie  | <ul style="list-style-type: none"> <li>implement cucumber steps (2hrs)</li> <li>scaffold npc profession bias table (1.5 hr)</li> <li>come up with professions and their hints (5 hr)</li> </ul>                               |

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|  |  | for each<br>NPC's<br>profession<br>when I am<br>trading with<br>them |  |  |  |
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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>