CMPS115 Sprint 2 Plan
LoLStats

Goal: Provide a website where a player can view stats specific to matches he is interested in or played himself.

User stories divided into tasks:

Match Analysis

- As a player, I want to see champion picks, bans, runes and masteries selected for a match
  Tasks:
  1. Implement basic live game lookup endpoint
  2. Implement masteries lookup endpoint
  3. Implement full live match lookup endpoint that combines all required information

- As a strategist, I want to see what people do at a certain time frame so that I can strategize the best way to win.
  Tasks:
  4. Pull the time stamped match information from Riot's API
  5. Create a UI that displays the data

- I want to see farm, damage, and other relevant match data at a specific time in the match
  Tasks:
  6. Pull in the time stamped match farm/damage data from Riot's API
  7. Create a UI that displays the data

- As a player, I want to analyze ward placement and it's benefit by viewing ward placement over time and locations on d3 heatmap
  Tasks:
  8. Pull the ward data from Riot's API
  9. Implement D3 on our website
  10. Display the ward data in a useful way as D3 chart

- As a player, I want to see every kill logged and displayed on an image of the in game map
  Tasks:
  11. Pull the location of kills information from Riot's API
  12. Load a image of the in game map
  13. Display the kills on the map

- As a League of Legends player, I want to be able to pick great meta-champions so I can win solo queue. Show stat breakdowns for specific champions (win %, K/D/A, item builds)
  Tasks:
  14. Design a player schema to represent different types of match specific information

- As a LoL mentor, I want to show my students stats so that they can see how wins relate with game stats.
  Tasks:
  15. Build frontend view UI to display these stats
  16. Specify on a piece of data whether or not that game was a win/loss for the player
  17. Filter database queries based on attached win/loss info to display whether an item build/talent build/champion matchup resulted in a win

List of Tasks:

Last sprint

- Task 10 - Add authentication to internal API so that outside applications can't use our database
  - 2 hours
- Task 13 - Make sure JS written in ES6 compatible code, so it works on majority of browsers
  - 3 hours
- Task 16 - Store fields in a database to provide analysis over time
  - 1 hour

This sprint

1. Implement basic live game lookup endpoint
   - 1 hour
2. Implement masteries lookup endpoint
   - 1 hour
3. Implement full live match lookup endpoint that combines all required information
   - 3 hours
4. Pull the time stamped match information from Riot's API
   - 1 hour
5. Create a UI that displays the data
   - 2 hours
6. Pull in the time stamped match farm/damage data from Riot's API
   - 1 hour
7. Create a UI that displays the data
   - 2 hours
8. Pull the ward data from Riot's API
   - 1 hour
9. Implement D3 on our website
   - 1 hour
10. Display the ward data in a useful way as D3 chart
    - 4 hours

11. Pull the location of kills information from Riot’s API
    - 1 hour
12. Load a image of the in game map
    - 1 hour
13. Display the kills on the map
    - 2 hours
14. Design a player schema to represent different types of match specific information
    - 3 hours
15. Build frontend view UI to display these stats
    - 4 hours
16. Specify on a piece of data whether or not that game was a win/loss for the player
    - 1 hour
17. Filter database queries based on attached win/loss info to display whether an item build/talent build/champion matchup resulted in a win
    - 4 hours

Team roles:

Logan Collingwood: Product Owner, Backend Lead
Griffin Meyer: Backend {full stack as needed}
Brandon Chai: Frontend Lead
Johannes Pitz: Frontend {full stack as needed}
Michael Le: ScrumMaster (Sprint 2), Frontend {full stack as needed}

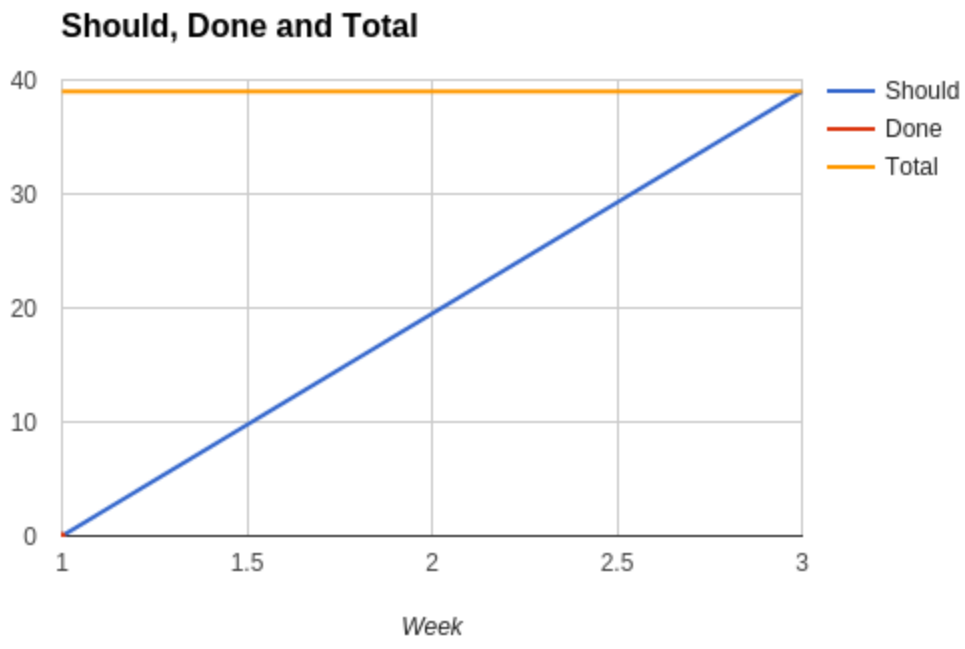
Initial task assignment:

Logan Collingwood: Task 1: Implement basic live game lookup endpoint
Griffin Meyer: Task 2: Implement masteries lookup endpoint
Brandon Chai: Task 9: Implement D3 on our website
Johannes Pitz: Task 5: Create a UI that displays the data
Michael Le: Task 7: Create a UI that displays the data

SCRUM Meeting times:

MoWeFr 12:15-12:25
Shobhit will attend our Wednesday Meetings.

Initial Burn-up Chart



Initial SCRUM Board