

## CMPS115 Sprint 3 Plan

### LoLStats

**Goal:** Provide a website where a player can view twitch streams, get to interesting articles, and finalize the overall user experience.

#### User stories divided into tasks:

- As a frequent LoLStat user, I want to view live Twitch Streams in a section of the website, so that I don't have to load a new page.  
Tasks:
  1. Implement twitch api to pull in top twitch streams and play them in website.
- As a LoLStat user, I would like to watch a Twitch Stream on the community section of the website so I can also view stat analysis of the players.  
Tasks:
  2. Make simplified player card to display next to popular streams
  3. Map summoner names to twitch streams
- As a trendy person, I would like to read interesting and noteworthy articles bookmarked and catalogued so that I can keep up-to-date with news.  
Tasks:
  4. Pull in reddit and other LoL news articles
- Finalize product deployment strategies (branding and domain), build community endpoints  
Tasks:
  5. Create graphic assets for the brand
  6. Implement company graphics into website frontend design

## List of Tasks:

### *Last sprint (moved to product backlog)*

- Task 8: Pull the ward data from Riot's API
  - 1 hour
- Task 9: Implement D3 on our website
  - 1 hour
- Task 10: Display the ward data in a useful way as D3 chart
  - 4 hours
- Task 11: Pull the location of kills information from Riot's API
  - 1 hour
- Task 12: Load a image of the in game map
  - 1 hour
- Task 13: Display the kills on the map
  - 2 hours

### *This sprint*

1. Implement twitch api to pull in top twitch streams and play them in website.
  - 4 hours
2. Make simplified player card to display next to popular streams
  - 4 hours
3. Map summoner names to twitch streams
  - 4 hours
4. Pull in reddit and other LoL news articles
  - 6 hours
5. Create graphic assets for the brand
  - 6 hours
6. Implement company graphics into website frontend design
  - 3 hours

### Team roles:

Logan Collingwood: Product Owner, Backend Lead

Griffin Meyer: Backend {full stack as needed}

Brandon Chai: ScrumMaster (Sprint 2), Frontend Lead

Johannes Pitz: ScrumMaster (Sprint 2), Frontend {full stack as needed}

Michael Le: Frontend {full stack as needed}

### Initial task assignment:

Logan Collingwood: Task 1: Implement twitch api to pull in top twitch streams and play them in website.

Griffin Meyer: Task 1: Implement twitch api to pull in top twitch streams and play them in website.

Brandon Chai: Task 5: Create graphic assets for the brand

Johannes Pitz: Task 3: Map summoner names to twitch streams

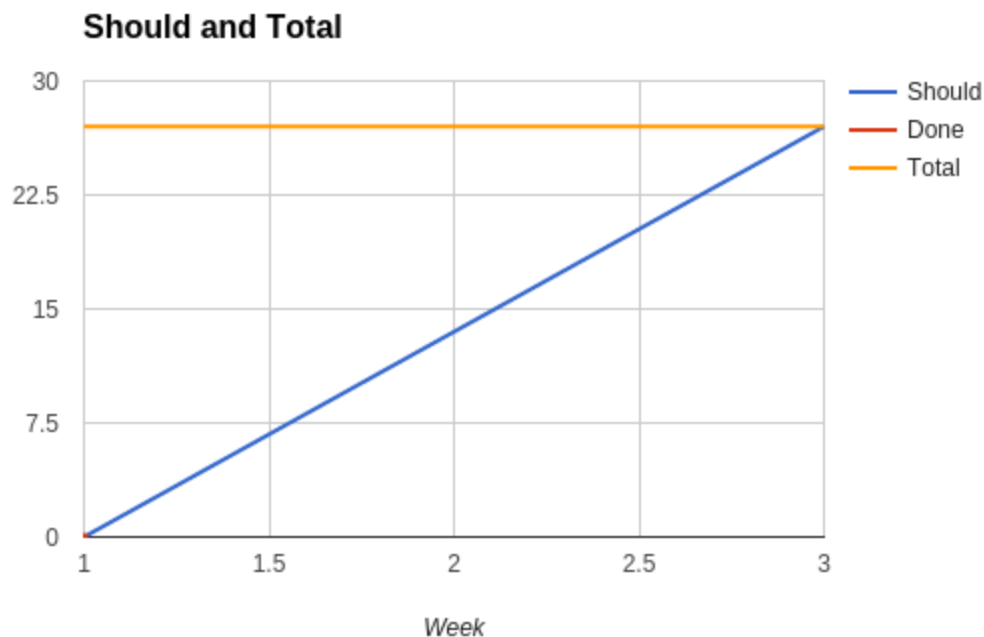
Michael Le: Task 3: Map summoner names to twitch streams

### SCRUM Meeting times:

MoWeFr 12:15-12:25

Shobhit will attend our Wednesday Meetings.

### Initial Burn-up Chart



## Initial SCRUM Board

The screenshot shows a Trello board titled "CMPS115-lolstats" with a search bar and a "Private" status indicator. The board is organized into five columns representing different stages of the Scrum process:

- To Do**: Contains six tasks related to implementing a Twitch API, creating player cards, mapping summoner names, pulling Reddit/LoL news, creating graphic assets, and implementing company graphics into the website frontend design. Each task includes a brief description and an estimated time in hours.
- Doing**: Currently empty, with a placeholder "Add a card..." at the bottom.
- Done Sprint 2**: Contains six tasks related to implementing a masteries lookup endpoint, pulling time-stamped match information, building a frontend view UI, filtering database queries, specifying win/loss data, and pulling time-stamped match farm/damage data. Each task includes a brief description and an estimated time in hours.
- Done Sprint1**: Contains six tasks related to writing an API endpoint to query match database table for specific role and summonerId, creating a responsive layout for a player page, creating a reusable UI component for percentage and non-percentage stats, and storing fields in a database to provide analysis over time. Each task includes a brief description and an estimated time in hours.
- Top of Backlog**: Contains six tasks related to pulling ward data from Riot's API, displaying kills on the map, loading an image of the in-game map, pulling the location of kills information from Riot's API, displaying ward data in a useful way as a D3 chart, and implementing D3 on the website. Each task includes a brief description and an estimated time in hours.

At the bottom of the board, there are four additional sections: "Scrum Board", "Release Plan", "Sprint Plan", and "Task 16 - Store fields in a database to provide analysis over time".