Application Details

1. Clean up any code from previous topics' code reviews and instructor feedback.
2. Leverage IoC dependency injection (one could inject a logger service into at least one controller, create two different data storage solutions, implement two versions of the game rules, and inject them).
3. Leverage HTTP Request filter (one example would be to perform page security).

Scrum Planning

In each milestone for this course, the team will look at the requirements and conduct the following tasks.

Write User Stories to describe the functionality being developed in this sprint.

Create a list of tasks and assign each of them to a team member.

Hold a daily scrum with your team members where each team member:

1. Updates the task progress and the burndown chart.
2. Answers three questions: a) "What have I done since yesterday?", b) "What will I do today?", c) "What prevents me from performing my work as efficiently as possible?"

Create or update design documents including user interface wireframes, database tables, site navigation maps, and class UML diagrams.

Hold a retrospective meeting on the final daily meeting of the sprint.

Deliverables

Agile spreadsheet that includes:

1. Product backlog
2. Sprint Task List with time estimates
3. Burn Down Chart

Updated design documents for user interface wireframes, site navigation map, database design, and class diagrams.

Screencast video demonstrating the functionality of the app, as well as describing how the app was designed and coded.

Zip the source code of the application. To reduce file sizes, exclude the bin and obj folders. These are recreated each time you build and run the application.

APA style is not required, but solid academic writing is expected. You are not required to submit this assignment to LopesWrite.

This assignment uses a rubric. Review the rubric prior to beginning the assignment to become familiar with the expectations for successful completion.