

Sprint Meeting Results for Sprint 1

What is your Sprint Goal?

At the end of this sprint, we are planning to learn how to use all of the dependencies we need to know to code our game and present a product that implements each dependency. The final product we are planning to present at the end of the sprint is a running website that has a database that can store user information and has a viable front end the user can interact with.

- Nitya and Eva work on setting up Firebase Realtime (and SQLite databases if need is determined). They will also learn and figure out basic implementation (making a database and adding test data for a singular player)
- Reese and Saharsh work on getting the front-end populating in a website (learn React)
 - Reese will work on getting the p5js canvas set up and how to interact with it
 - Saharsh will work on getting the Tailwind styling and getting buttons and timers in React

Value: All team members will have some knowledge of the resources needed to build the game. We will have a very basic prototype of Free Flow to lead us in the direction of our final product.

Who is the Scrum Master for this Sprint?

Saharsh

What tasks will you complete during this Sprint?

Task	Owner	Estimated Time to Complete
Learning how to set up SQLite (download) on school laptop	Eva	90 minutes
Learning how to set up (download) Firebase Realtime on school laptop	Nitya	90 minutes
Deciding what to use Firebase Realtime for and what to use SQLite for, determining need by discussing final goals with mentors	Eva + Nitya	60 minutes
Making a Firebase Realtime/SQLite database	Eva + Nitya	120 minutes
Adding player time data to Firebase Realtime/SQLite database	Eva	120 minutes
Creating basic documentation for usage of Firebase Realtime/SQLite databases for future reference	Nitya + Eva	90 minutes
Communicating how to display and interface with Firebase Realtime/SQLite database for front-end team	Nitya + Eva	120 minutes
Set up Vite project and	Reese	15 min

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Set up Tailwind CSS	Saharsh	15 min
Set up p5.js	Reese	20 min
Create a game start and end button that start a timer	Saharsh	30 min
Add local timer on webpage that records the time between a start and end button being pressed	Saharsh	30 min
Create layout for game page for separate components & style game page	Saharsh	90 min
Add box where user can type a game code that is stored locally	Saharsh	30 min
Draw a simple p5.js canvas on the webpage with some moving part to test integration	Reese	45 min
Be able to interact with the canvas – click a spot and have a circle drawn there	Reese	90 min
Draw a grid on the canvas, function should work for any size	Reese	90 min
Draw one Free Flow game map on webpage	Reese	90 min