DUNGEON CODER

Team 23 - Sprint 3 Planning Document

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Sprint Overview

For our third sprint, we will be focusing on building the remaining features of the game itself. The frontend team will be working on creating the graphics and content of the game. They will also be working on adding few more features to the website to make it more useful. The backend team will focus on creating the mechanics of the game as well as improving the server, maintaining the database, and conduct user testing.

Scrum Master: Ryan Teo Yii Wen

Meeting Schedule: Tues & Thurs at 3 PM.

Risk/Challenges:

Most of the team will be working on the game itself which is considered one of the most crucial part of the project. The risk would be time management as we will be facing numerous bugs and problems with implementation. Also, our team will also be working on a large project for another class, therefore, time management would be crucial for the last sprint. Another risk is that we might not be able to finish certain user stories for the last sprint.

Unfinished Tasks from Sprint 2

#	Description	Time	Owner
1	Develop content of the stages.	10	Ley Yen
2	Implement music to the gameplay.	3	Ley Yen
3	Implement file transfer between client, website and server.	5	Devon
4	Implement unit tests.	2	Devon

Acceptance Criteria:
- Given that the user is in the stage selection page, then the user is able to play in at least 3 stages.
- Given that the user is currently in any of the stages, the player is able to listen to the music in the background.
- Given that a teacher or student attempts to view a code file on the website, the website should be able to retrieve the file from the server and display it.
- Given that a student wants to edit their previous code for a task, the client should retrieve the file from the server and display its contents.

User Story #1
As a student or player, I would like to be able to discuss, ask questions and respond to others in a discussion page.

#	Description	Time	Owner
1	Implement UI for discussion page.	5	Ryan
2	Implement ability to view discussion page from student gradebook.	2	Ryan
3	Implement ability to redirect the user to the discussion page.	2	Ryan
3	Implement ability to submit questions on discussion page.	3	Ryan
4	Implement ability to submit responses on discussion page.	3	Ryan
5	Implement database for saving discussions.	3	Ryan
6	Implement unit tests.	2	Ryan

Acceptance Criteria:
- Given that the user is in the application, when the user clicks the Go to discussion page button, the user will be redirect to the discussion webpage.
- Given that the user is in the student gradebook, when the user clicks on a task, they are able to view the discussion page.
- Given that the user is viewing the discussion page, the user is able to submit questions on the discussion page.
- Given that the user is viewing the discussion page, the user is able to submit responses on the discussion page.
- Given that the user submits a question or a response, the database should be updated.

User Story #2
As a player, I would like to record my battle and share it to others.

#	Description	Time	Owner
1	Implement UI instructions for recording GIF.	3	Gary
2	Implement GIF capturing functionality.	5	Gary
3	Implement GIF saving functionality in local storage.	5	Gary
4	Implement unit tests.	2	Devon

Acceptance Criteria:
- Given that the user is in a stage, instructions should be given to the user to allow them to record GIFs.
- Given that the user is in a stage, if the user wants to record the current gameplay, the user are able to use hotkeys to record a GIF.
- Given that the user is in a stage, when the user has finished recording a GIF, the GIF will be stored in the local storage.

User Story #3
As a player, I would like to download and play challenging stages made by other people after I beat the game.

#	Description	Time	Owner
1	Implement functionality to browse and build stages based on given tmx file.	7	Gary
2	Implement Free Battle mode UI.	5	Gary
3	Implement functionality to download, browse and play player-made stages.	5	Gary
4	Implement data transferring from database to client.	4	Devon
5	Implement unit tests.	2	Devon

Acceptance Criteria:
- Given that the user is in the Free Battle page, the user is able to download and play stages made by other users.

- Given the Free Battle mode is correctly implemented, the free battle page will be updated whenever a download is complete.
- Given the Free Battle mode is correctly implemented, the free battle page will list all downloaded stages.
- Given that Free Battle mode is correctly implemented, the user can browse all downloaded stages and play them without crashing.

User Story #4
As a player, I would like to make and upload my own stages and designs.

#	Description	Time	Owner
1	Implement stage design page UI.	5	Ley Yen
2	Implement stage design upload.	5	Devon
3	Implement stage verification functionality.	10	Ley Yen
4	Implement unit testing.	2	Devon

Acceptance Criteria:
- Given that the user wants to submit a stage design, when the user has made the stage design, the user is able to upload the stage file.
- Given that the user has uploaded a stage file, when the user successfully completes the stage, the stage will be submitted into the database.
- Given that the user has uploaded a stage file, when the user unsuccessfully completes the stage, the stage will not be submitted into the database.

User Story #5
As a player, I would like to see others' designs sorted by upload time, popularity, and difficulty.

#	Description	Time	Owner
1	Implement list to show all uploaded stages and its information.	4	Ley Yen
2	Implement the sorting function.	4	Ley Yen
3	Implement user designed level database.	2	Devon
4	Implement unit testing.	2	Devon

Acceptance Criteria:
- Given that the user is in the Free Battle mode, the user will be able to view a list of uploaded stages and its information.
- Given that the user is in the Free Battle mode, the user will be able to sort the list of uploaded stages.
- Given that the user is in the Free Battle mode, when the user submits a stage, the database will be updated to contain the submitted stage.

User Story #6

As a teacher, I would like to be able to respond to student questions on the discussion page.

#	Description	Time	Owner
1	Implement ability to view discussion page from teacher dashboard.	2	Ryan
2	Implement ability to respond to questions on discussion page.	3	Ryan
3	Implement database for saving discussions.	3	Ryan
4	Implement unit testing.	2	Ryan

Acceptance Criteria:
- Given that the user is in the teacher dashboard, when the user clicks on a task, the user is able to view the discussion page.
- Given that the user is viewing the discussion page, the user is able to submit responses on the discussion page.
- Given that the user submits a response, the database should be updated.

Remaining Backlog

1. ~~As a student, I would like to play as a normal player after I finish working on assignments.~~
2. ~~As a student or player, I would like to be able to register an account and manage my information.~~
3. ~~As a student or player, I would like to design my own movements, skills and equipments.~~
4. ~~As a student or player, I would like to be able to save my progress manually and automatically.~~
5. ~~As a student or player, I would like to be able to easily browse and repeat a stage.~~
6. ~~As a student or player, I would like to be able see difficulty, objective and explanation of a stage.~~
7. ~~As a student or player, I would like to be able to get hints on a stage.~~
8. ~~As a student or player, I would like to be able to discuss, ask questions and respond to others in a discussion page.~~
9. ~~As a player, I would like to record my battle and share it to others.~~
10. ~~As a player, I would like to download and play challenging stages made by other people after I beat the game.~~
11. ~~As a player, I would like to have an achievements system in the game.~~
12. ~~As a player, I would like to make and upload my own stages and designs.~~
13. ~~As a player, I would like to see others' designs sorted by upload time, popularity, and difficulty.~~
14. ~~As a student, I would like to see how many attempts I took to complete my tasks.~~
15. ~~As a teacher, I would like to edit the point values of different tasks.~~
16. ~~As a teacher, I would like to keep track of my students' progress.~~
17. ~~As a teacher, I would like to see statistics on the class progress as a whole.~~
18. ~~As a teacher, I would like to assign tags to certain students that require more attention.~~
19. ~~As a teacher, I would like to be able to create announcements for the class.~~
20. ~~As a teacher, I would like to be able to control the access of stages of the game.~~
21. ~~As a teacher, I would like to be able to set a deadline for the students to complete the stage.~~
22. ~~As a teacher, I would like to be able to review my students' attempted codes.~~
23. ~~As a teacher, I would like to save some or all of my student's attempted codes.~~
24. ~~As a teacher, I would like to be able to assign grades and leave comments on the gradebook.~~
25. ~~As a teacher, I would like to be able to show a good example of codes after the deadline is over.~~
26. ~~As a teacher, I would like to be able to respond to student questions on the discussion page.~~
27. If time allows, as a player, I would like to be able to view a competitive leaderboard with other users.
28. If time allows, as a player, I would like to be able to choose other programming language that I'm already familiar with.