12/8/2020

COMP 442

Dr. Dickinson

Final Project Requirements List

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1. A new user can create an account.
2. An existing user can sign into their account.
3. A user can select which game they want to play.
4. A user can choose to be matched up with an opponent (chosen by the computer) in a specific game.
5. A user can see a leaderboard with top users.
6. When making an account, users will be able to choose the color of their profile icon.
7. A user can update their profile information (username, email, name, profile pic color, password).
8. A user can report the result of a match they’ve played.
9. A user can view the results of their previous matches for each game type.
10. A user can view their current performance rating and win/loss record for each game type.
11. A user can accept or decline a matchup that they’ve requested.
12. A user can view another player’s performance rating when they are a potential match.
13. A user can view when a matchup has been made between them and another user that they didn’t request.  They can then accept or decline this match request.
14. Matchups requests will cause an email to be sent to the user that didn’t initiate the request.
15. A user can view requests that they have sent out and see their status.
16. A user can log out of their account.
17. A user can record that a match was never played.
18. A user has a limited amount of time to input a result of a match.  This time is from when the match is first set up.
19. A user can view a countdown of how much longer they have to record the result of a match before it “expires.”
20. If neither user reports a result after the specified time period, the match is labeled as “never played.”
21. The profile page shows username rating and the update record option.
22. The update record section shows the previous games, including the ones that need still need a result to be inputted.
23. The administrator can log in and see games and users.
24. The administrator can add new categories of games.
25. The administrator can modify the win/loss record of a member.
26. The administrator can see all games played.
27. The administrator can resolve conflicting reports of a game.
28. The administrator can see when reports of a match don’t agree.
29. The administrator can see when a result was not inputted by either user before the match expired.

We estimate that our project is 98% complete.

Effort Tracking

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| --- | --- | --- | --- |
| Week | Tirzah Lloyd | Jedidiah Madubuko | Sydnee Charles |
| 11/14/20 – 11/20/20 | 16.5hrs | 7.5hrs | 15hrs |
| 11/21/20 – 11/27/20 | 0.3hrs | 9hrs | 15hrs |
| 11/28/20 – 12/4/20 | 27.75hrs | 15hrs | 10hrs |
| 12/5/20 – 12/8/20 | 8.25hrs | 8hrs | 8hrs |
| Totals | 52.75hrs | 39.5hrs | 48hrs |

See buglog.txt file for Bug Log