Sprint 2 Backlog

Product Backlog

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| **User Stories & Main Features** | | | |
| ID | User Stories | Features | Specifications |
| Join and Exit Game | | | |
| 1 | As a user, I need to create an account for myself to be identified in the game. | Register | User needs to register an account using username, and password |
| 2 | As a user, I need to log into an account to be eligible for joining a game | Login | Enter username and password to login |
| 3 | As a user, I need to enter a waiting room and be permitted into a game when six players have entered the waiting room. | Join game | click a ‘join game’ button |
| 4 | As a player, I need to exit the game. | Exit game | User returns to waiting room and clicks on ‘exit game’ button |
| Special Characters Actions | | | |
| 5 | As a player assigned a ‘wolf’ role, I need to submit my choice of the player to attack every night. | Wolves attack | Click on a player avatar and then a ‘confirm’ button |
| 6 | As a player assigned a ‘seer’’ role, I need to choose a person to verify his/her identify every night | Seer | Click on a person’s avatar, then confirm, and see via Canvas / chat box |
| 7 | As a player assigned a ‘guard’ role, I need to submit my choice of a player to guard every night. (I can not guard the same player consecutively) | Guard | Click on one of the player’s avatar, and confirm (can’t click on the avatar of a player’s guarded the night before) |
| General Player Actions | | | |
| 8 | As a player, I want to see my role in the game and my teammates(for werewolves) so that I can perform corresponding actions. | See assigned roles | Canvas shows the identity by displaying a card. Werewolves will see teammates with the same color. |
| 9 | As a player, I need to send chat messages in order to make my speech or to communicate with other “wolf” players to decide our attack target. | Send chat messages | Type chat messages in the chat box. |
| 10 | As a player, I need to vote for the player whom I believe to be the ‘wolf’. | Vote | Click on a player’s avatar and then a ‘confirm’ button |
| System Actions | | | |
| 11 | As a player, I need to finish my action (make my speech, make my vote, and choose my target, etc.) within a certain time in order for the game to proceed. | Timer countdown | User needs to finish action before the time is up, otherwise the user is considered to give up the action or the system will make a default decision. |
| 12 | As a player, I need to know what step we are at in order to make corresponding action. | System Message | User does nothing and receives a message |
| 13 | As a player, I need to know whether the game is finished or not and who winned. | Game over | User does nothing and receives a message |

Sprint Backlog

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| General Goals | | | |
| ID | User Stories | Features | Specifications |
| 3 | As a player, I need to send chat messages in order to make my speech or to communicate with other “wolf” players to decide our attack target. | Send chat messages | Type chat messages in the chat box. Each player can only send text messages when it is their turn to make a speech. |
| 4 | As a user, I need to enter a waiting room and be permitted into a game when six players have entered the waiting room. | Join a game | click a ‘join game’ button |
| 12 | As a player, I need to know what step we are at in order to make corresponding action. | System Message | System can send game progress to players. Players with different roles will get different system messages at night and whose turn it is to speak. |
| 10 | As a player, I need to vote for the player whom I believe to be the ‘wolf’. | Vote | Click on a player’s avatar and then a ‘confirm’ button. Server will be able to print out the player who got the most votes. |

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| Specific Tasks | | | | |
| ID | Task | Owner | Status  (not started / in progress / stuck / on hold / completed) | Note |
| 1 | Real time chat room feature | Junwei | In progress |  |
| 2 | Websocket handshake | Junwei | Stuck |  |
| 3 | Get information from models(user ID, time) | Junwei | In progress |  |
| 4 | Join game room feature | Shuyi | In progress |  |
| 5 | Distribute card feature | Shuyi | In progress |  |
| 3 | Finalize canvas page html | Shujing | In progress |  |
| 4 | Finalize canvas page css | Shujing | In progress |  |