Project Arcade Sprint 2 Plan

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Product Owner: Junchao Wu

Client: Dr. Ritchey
Client Meetings: Every Thursday; 4 PM - 5 PM; zoom

Requirements Summary and Relevant Stakeholders

The primary customer need is driven by Prof. Ritchey, who was frustrated with the monetization of the New York Times games, which requires users to log in and pay for access. As a stakeholder, he wanted a platform that offers similar gaming experiences without the financial or login barriers. Our application, developed by Team Arcade, addresses this need by providing free access to a collection of games. Users can play without creating an account or paying any fees, ensuring a seamless and unrestricted experience.

The application also offers an optional login feature, which enhances the user experience by saving progress and displaying rankings across the various games. However, the login is not a requirement, allowing users to enjoy the games without creating an account if they choose. This solution aligns with Prof. Ritchey's goal of making games more accessible and user-friendly, avoiding the frustrations caused by monetized platforms like the New York Times website.

Goal for Sprint 2: *A user should be able to play Spelling Bee and Wordle.*

User Stories

Feature: Role management system   As a system admin   So that I can manage my user base   I want to view and edit all users' roles
Feature: User settings are persisted   As a user

So that I can pick up where I left off

I want my settings to be persisted

Feature: Play Wordle

As a user

So that I can play Wordle

I want to be able to navigate to the Wordle page and play the current match

Feature: Wordle UI and Aesthetics

As a puzzle aesthetician

So that I can customize Wordle

I want to navigate to and change the styling of the Wordle page

Feature: Play Spelling Bee

As a user

So that I can play Spelling Bee

I want to navigate to the Spelling Bee page and play the current match

Feature: Spelling Bee UI and Aesthetics

As a puzzle aesthetician

So that I can customize Spelling Bee

I want to navigate to and change the styling of the Spelling Bee page

Feature: Puzzle setting for Wordle *

As a puzzle setter for game Wordle

So I can change the word of the day for Wordle

I want to navigate to the puzzle setter page for Wordle

Feature: Puzzle setting for Spelling Bee *

As a puzzle setter for game Spelling Bee

So I can change the word of the day for Spelling Bee

I want to navigate to the puzzle setter page for Spelling Bee

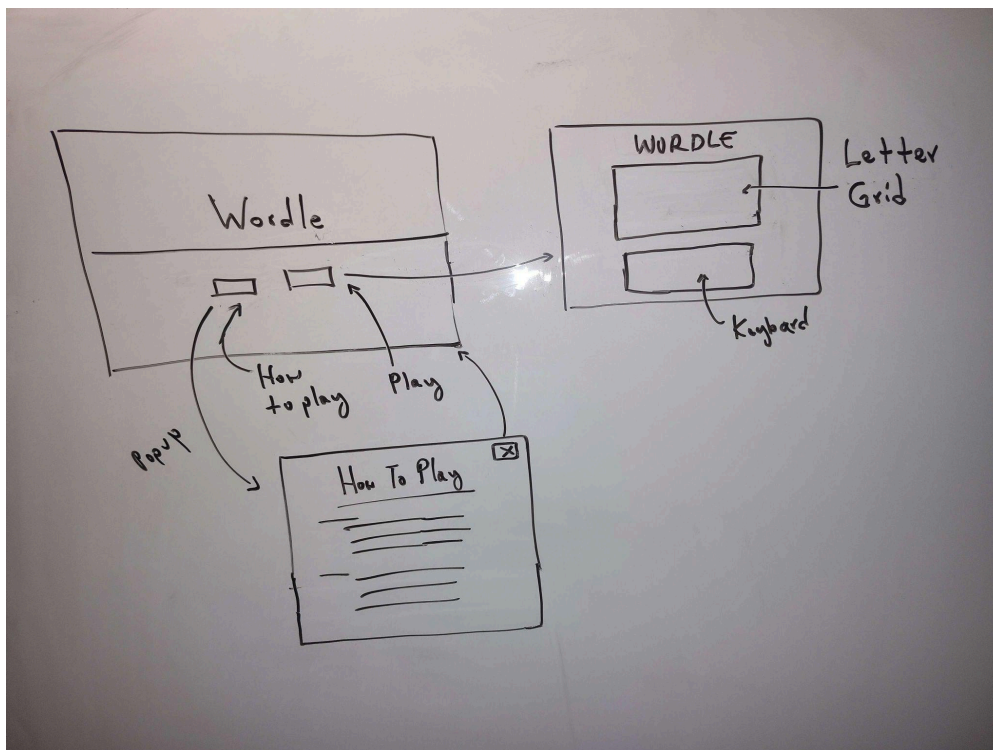*** These stories were not pulled into the sprint as explained in Sprint Backlog**

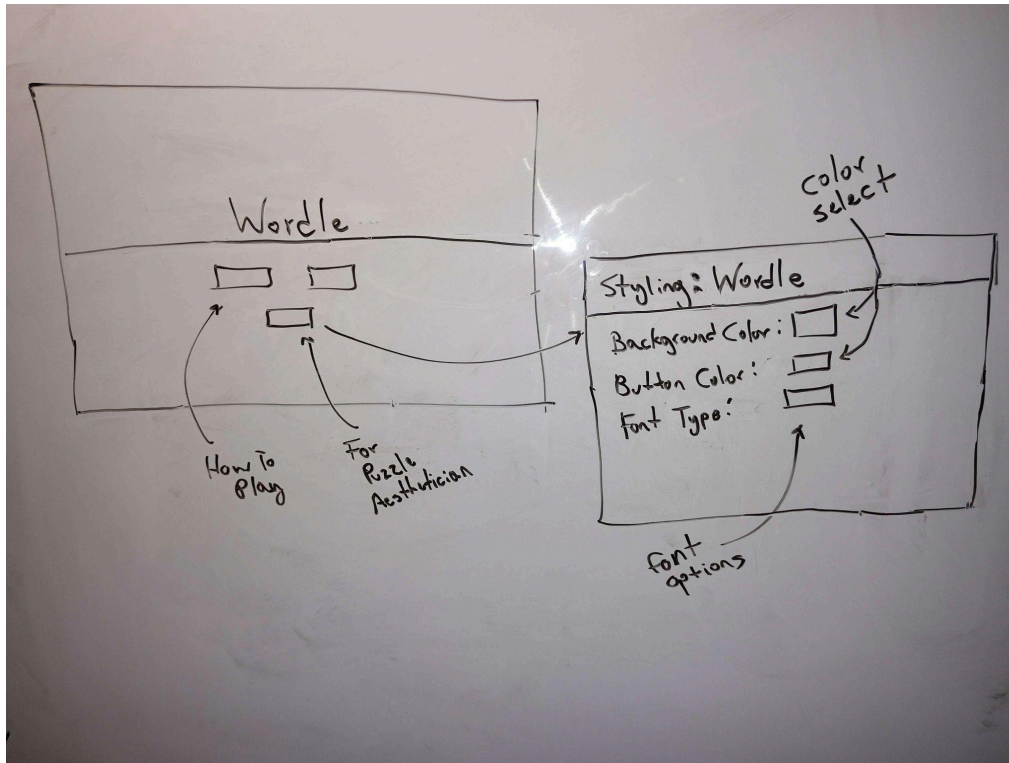## User Interface and Storyboards

Feature: Role management system

Feature: Play Wordle

Feature: Wordle UI and Aesthetics

Wordle

How To Play

For Puzzle Aesthetician

color select

Styling: Wordle

Background Color: ☐
Button Color: ☐
Font Type: ☐

font options

Feature: Play Spelling Bee

Background set by puzzle aesthetician

Spelling Bee

How to play   Play

Popup

How To Play ☒

Play Now

Spelling Bee

Words guessed

-/-

words that are left
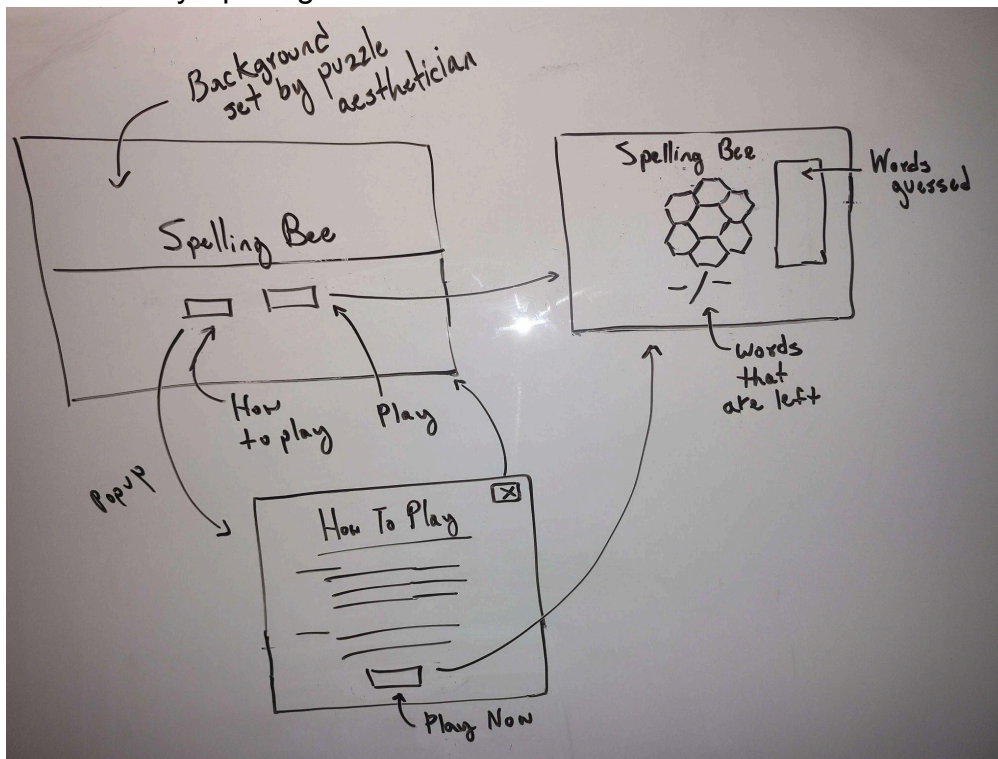
Feature: Spelling Bee UI and Aesthetics
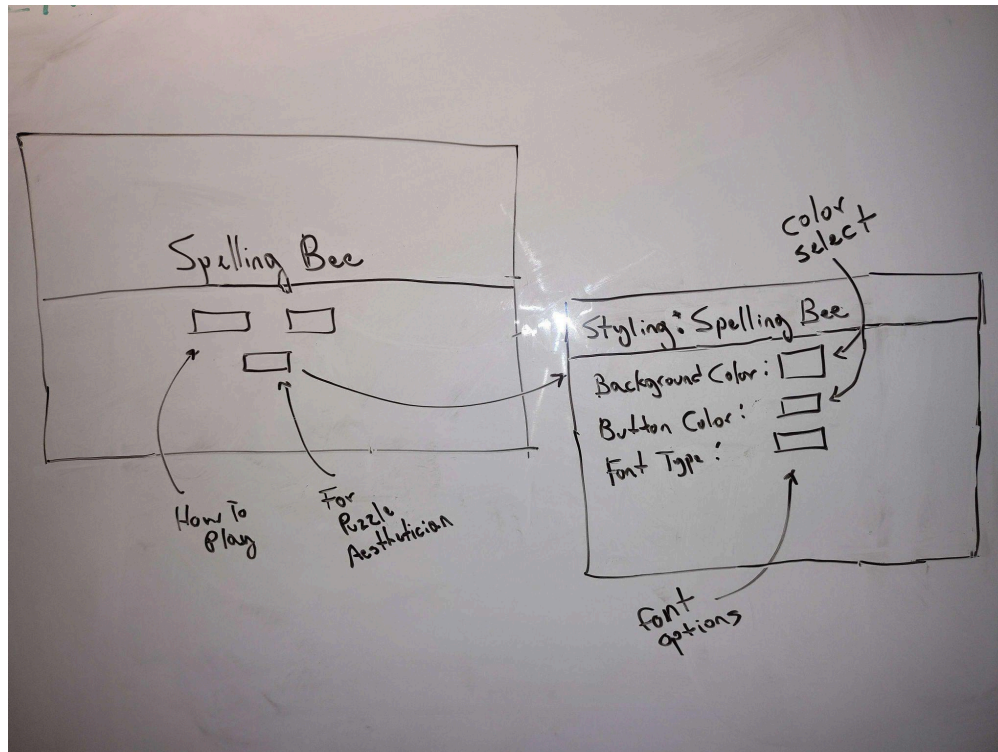
Sprint Backlog
- The goal of this sprint is to allow users to play Wordle and Spelling bee.
- All except the last two user stories listed above in the User Stories section were pulled into the sprint.
  - The two stories concerning puzzle setters have not been pulled into the sprint as the team decided implementing these stories would require the basic game features to be implemented first.
  - If the team is able to accomplish the sprint goal before the end of the sprint these stories may be pulled into the sprint.
- A total of 17 story points have been pulled into Sprint 2

Feature	Story Points	Assignee	Tasks
-	2	Junchao Wu	Setup Cucumber Tests (8h)
Role management system	2	Tejas Singhal	- Edits to the users controller/service to change user roles. (2hr) - Add a column on the Role table that ties a

			role to a game_id, so aestheticians can edit that game. (2hr) ● Editing the users index view for admins. (2hr) ● Editing the user account page to allow toggling roles. (2hr)
User configuration persistence	1	Antonio Rosa…	● Setup a UserConfigs table to persist active roles and other user setting across sessions (2hr) ● Setup controller methods to set and edit entries (2hr)

Play Wordle	3	Nandinii Yele…	● Creating a table for Wordle games (2h)
			  ○ Instance attributes: date, word
			● Set up a seed for the Wordle table (4h)
			  ○ Allows for continuous games for 30 days
			● Create a controller which initiates the gameplay (2h)
			● Wordle play algorithm (4h)
			  ○ The game should allow the user 6 attempts
			  ○ It should end when a user correctly guesses the word or runs out of attempts

Wordle UI and aesthetics	3	Kanishk Chh…	- Create a view for the Wordle game (3h) - It displays a 6x5 grid where each slot can be filled with a letter - If the character in the nth slot matches the nth character of the word set its background to green - It displays the word if the user fails to guess it - Integrate with the controller to get and change the game state (3h) - Create a view that lets puzzle aestheticians edit the aesthetic configuration of the game (3h) - Quality of life additions (3h) - It displays an on-screen keyboard
Play Spelling Bee	3	zesheng@ta…	- Creating a table for Spelling Bee (3h) - Instance attributes: date, letters, words - Create a controller with method(s) that allow the game to be played (9h) - The game should allow the user to guess words using the given letters

			○ The game has a 'center' letter that must appear in any word that is guessed ○ The game should keep track of how many of the possible words the user has guessed

Spelling Bee UI and aesthetics	3	Kanishk Chh…	● Create a view for the Spelling Bee game (3h)
			   ○ displays the letters for the game in some sort of grid arrangement around the 'center' letter
			   ○ displays the words the user has guessed correctly
			● Integrate with the controller to get and change the game state (3h)
			● Create a view that lets puzzle aestheticians edit the aesthetic configuration of the game (3h)
			● Quality of life additions (3h)
			   ○ displays the word the user is typing
			   ○ allows the user to type by clicking the UI elements

Puzzle setting for Wordle			
Puzzle setting for Spelling Bee			

Relevant Links
Deployed App
Github Repo
Project Management Page
Slack channel