Project Arcade Sprint 1 Plan

Scrum Master: Nandinii Yeleswarapu

Product Owner: Tejas Singhal

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.

User Stories

Feature: Create a player account on Arcade
As a unregistered game enthusiast
So that I can play games and save my history
I want to create an account with Arcade

Feature: Login to Arcade
As a returning Arcade account holder
So that I see my account & role
I want to login to Arcade

Feature: System Admin Role account & access
As a System Admin user
So that I can see all registered users
I want to navigate to the Users page

Feature: Display Game list

As a player user

So that I can see all available games

I want to navigate to homepage & see all the games

Feature: Update user roles as Admin

As a System Admin User

So that I can upgrade & downgrade users

I want to change roles assigned to users

Feature: Player User Game Statistics Dashboard

As a Player User

So that I can see how well I'm performing

I want to navigate to my statistics dashboard

User Interface and Storyboards

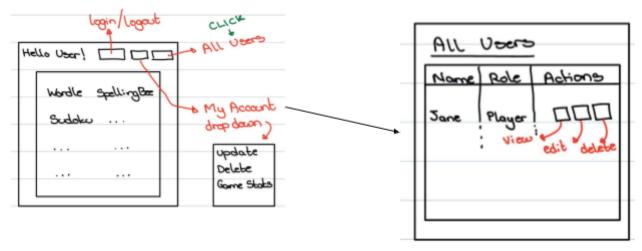
Feature: Create a player account on Arcade



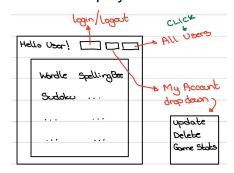
Feature: Login to Arcade



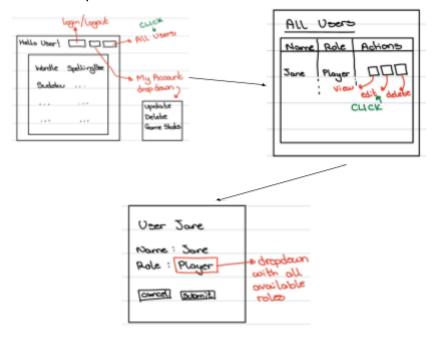
Feature: System Admin Role account & access



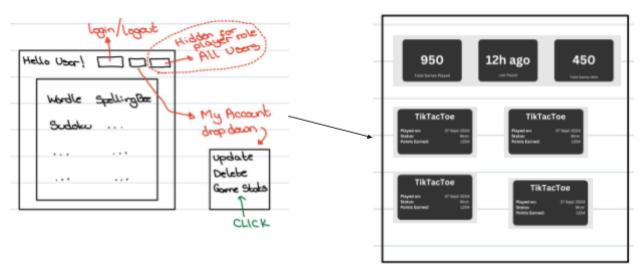
Feature: Display Game list



Feature: Update user roles as Admin



Feature: Player User Game Statistics Dashboard



Sprint Backlog

- The goal of this sprint is to have the Arcade app successfully deployed with account creation and login set up and authentication set up to distinguish between player, puzzle setter, puzzle aesthetician and system admin users.
- All the user stories listed above in the User Stories section were pulled into the sprint.
- We use 1 story point to denote 1 day's worth of work.

- A total of 21 story points were pulled into the Sprint

Feature	Story Points	Assignee	Tasks
Create a player account on Arcade	5	zesheng@tam	
Login to Arcade	3	Tejas Singhal	
System Admin Role account & access	3	Antonio Rosal	
Display Game list	3	Nandinii Yeles And Junchao Wu	
Update user roles as Admin	3	Krishna Calindi	
Player User Game Statistics Dashboard	4	Kanishk Chha	

Relevant Links

Deployed App
Github Repo
Project Management Page
Slack channel