Project Arcade Sprint 3 Plan

Scrum Master: Kanishk Chhabra
Product Owner: Krishna Calindi

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 3: *A user should be able to play 3 games Wordle, Spelling Bee and Letter Boxed and should see his game history and analytics in the Dashboard with improved overall User Experience.*

User Stories

Feature: Enhanced User Management

As a system admin

So that I can easily view and manage users

I want an improved user table layout with combined OAuth info, enriched Spotify info, and a dropdown home page button for different games.

Feature: Wordle Puzzle Configuration for Setters

As a puzzle setter for Wordle

So that I can set the daily Wordle word

I want an editing page where I can view and change the current word of the day.

Feature: Letter Boxed Game

As a user

So that I can play Letter Boxed

I want to be able to navigate to the Letter Boxed page and play the current game

Feature: Letter Boxed Game UI and Aesthetics

As a puzzle aesthetician

So that I can customize Letter Boxed

I want to navigate to and change the styling of the Letter Boxed page

Feature: Integrated Games Dashboard

As a user

So that I can access all my game stats in one place

I want Wordle and Spelling Bee integrated into the dashboard.

Feature: Improved Wordle Gameplay

As a user

So that my Wordle gameplay feels polished and consistent

I want interaction to stop after a correct guess, uniform font

and casing, and other aesthetic updates.

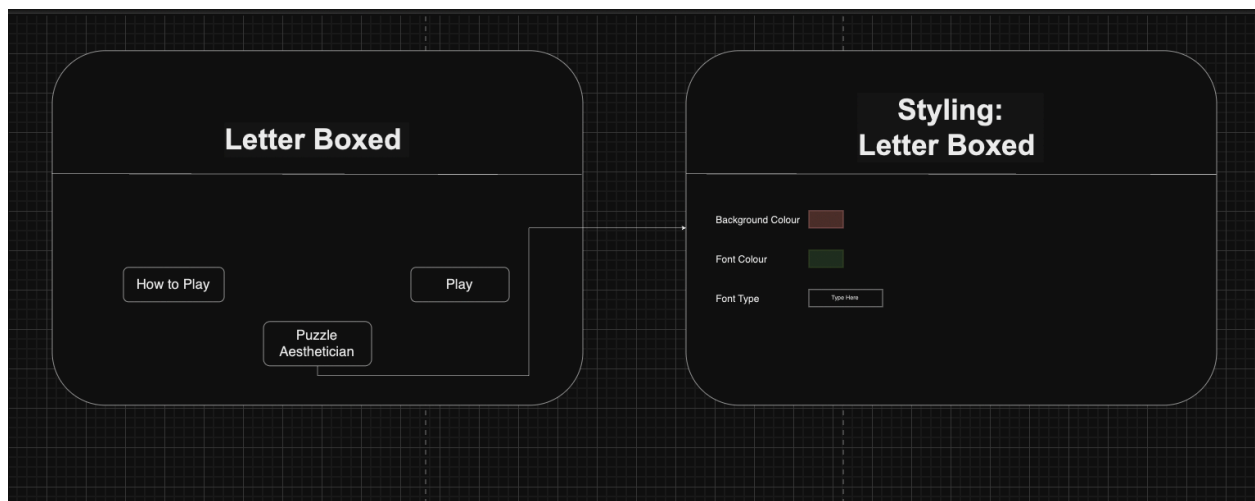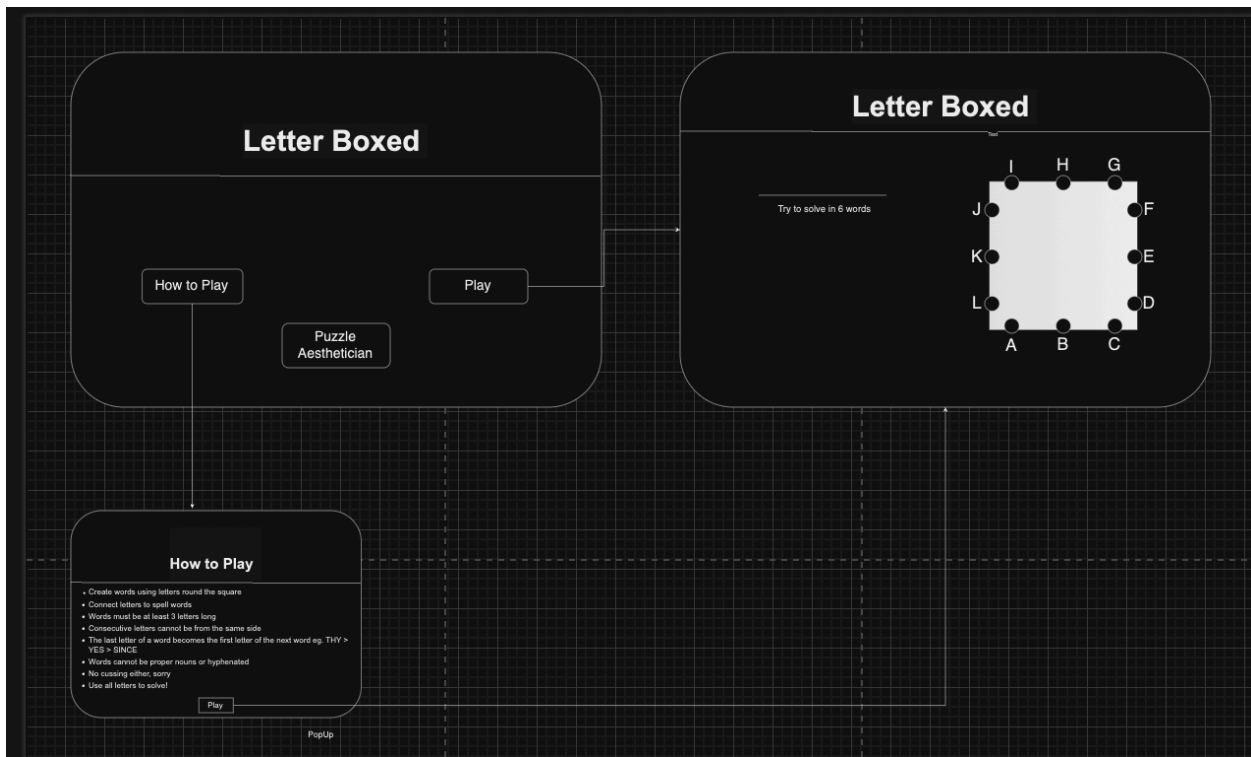**User Interface and Storyboards**
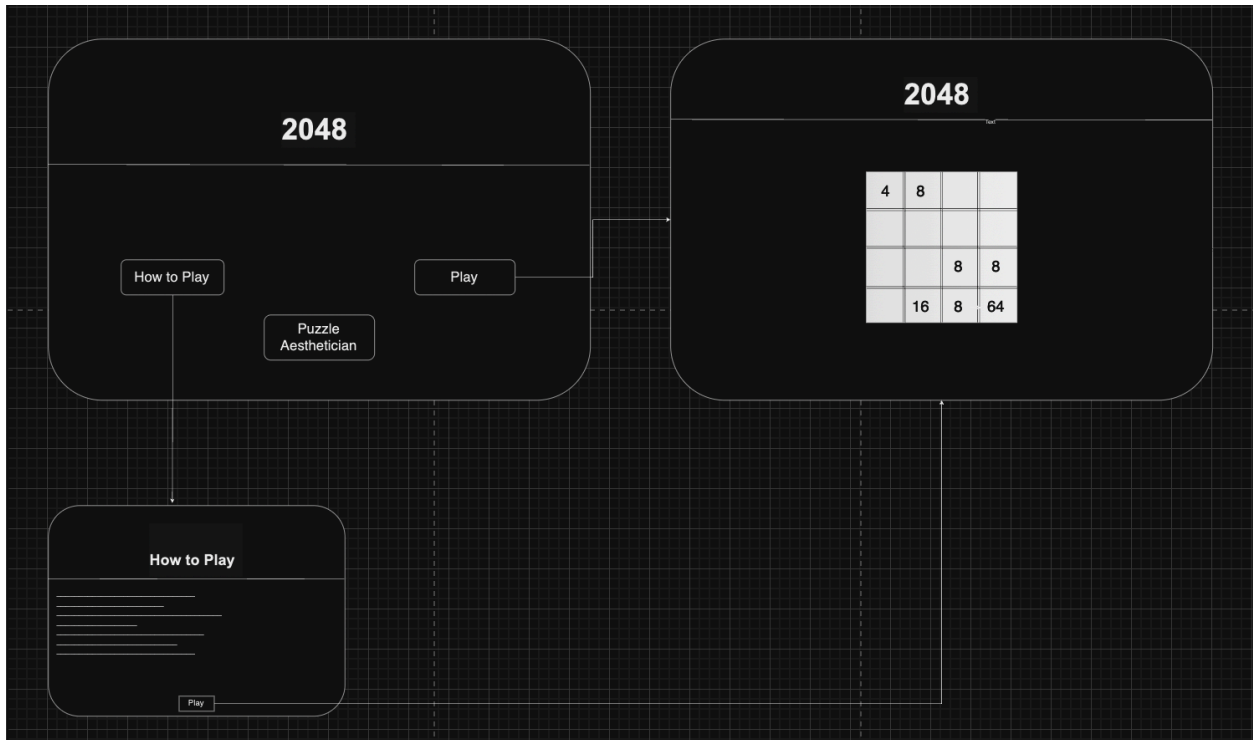
Feature: All Users Mockup Interface

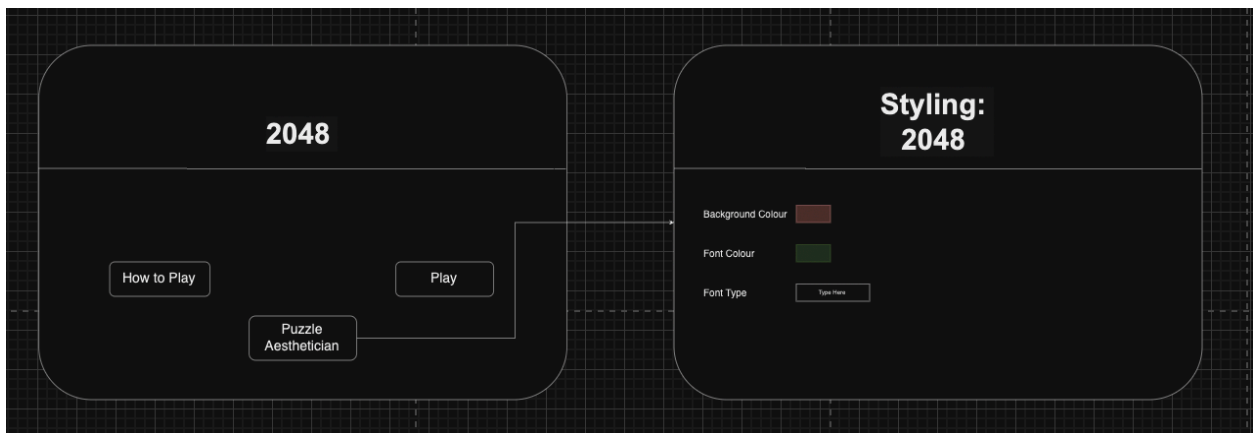Feature: Letter Boxed Game UI and Aesthetics

Feature: Play Letter Boxed Game

Feature: Play 2048 Game

Feature: 2048 Game UI and Aesthetics

Sprint Backlog
- The goal of this sprint is to allow users to play Letter Boxed and interact with Dashboard with game history and analytics.
- A total of 32 story points (24 new Features and 8 bug fixes) have been pulled into Sprint 3

Feature	Story Points	Assignee	Tasks
-	2	Krishna Calindi	Cucumber tests for Sprint 3 (6h)
Extend Wordle controller/view for puzzle setters	2	Nandinii Yele…	**Feature: Let puzzle setter configure 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 editing page for Wordle This ticket involves of the following: ● Create controller method(s) to edit the word for the current Wordle game ● Create a view that lets puzzle setters 　○ See the current word 　○ Change the current word (6hr)
Letter Boxed Model + Controller + Setter	4	zesheng@ta…	**Feature: Letter Boxed Game** As a user So that I can play Letter Boxed I want to be able to navigate to

			the Letter Boxed page and play the current game
			
			Goals for this ticket:
			
			● Creating a table for Letter Boxed game (2hr)
			● Set up a seed for the Letter Boxed table (2hr)
			● Create a controller which initiates the gameplay (2h)
			● Letter Boxed play algorithm
			   ○ Words must be at least 3 letters long
			   ○ Use all letters to solve (6hr)

Letter Boxed View + Aesthetician	3	Antonio Rosa…	**Feature: Letter Boxed Game UI and Aesthetics** As a puzzle aesthetician So that I can customize Letter Boxed I want to navigate to and change the styling of the Letter Boxed page **Feature: Letter Boxed Game** As a user So that I can play Letter Boxed I want to be able to navigate to the Letter Boxed page and play the current game (9hr)

Integrate wordle and spelling bee games with Dashboard	3	Nandinii Yele…	**Feature: Integrated Games Dashboard** As a user So that I can access all my game stats in one place I want Wordle and Spelling Bee integrated into the dashboard. ● Store Games history for each user, can play multiple games (3hr) ● Show analytics of games played by the user (6hr)
2048 View + Aesthetician	3	Tejas Singhal	**Feature: 2048 Game UI and Aesthetics** As a puzzle aesthetician So that I can customize 2048 I want to navigate to and change the styling of the 2048 page **Feature: 2048 Game** As a user So that I can play 2048 I want to be able to navigate to the 2048 page and play the current game

			Game Board View (3h) ● Display the Game Grid: Arrange a 4x4 grid of tiles that dynamically shows numbers in powers of 2 (2, 4, 8, etc.). ● Score Display: Show the current score in a visible, fixed area on the view. Controller Integration (3h) ● Get and Update Game State. ● User Interactions
2048 Model + Controller + Setter	4	Junchao Wu	**Feature: 2048 Puzzle Setter** As a puzzle setter So that I can add a new game option I want the 2048 model, and controller in the application. **Goals for this ticket:** ● Creating a table for 2048 game (2hr) ● Set up a seed for the 2048 table (2hr) ● Create a controller which initiates the gameplay (2hr) ● 2048 play algorithm (6hr) ○ Generate multiples of 2 ○ implement a scoring algorithm that's a function

			of number of moves and highest number achieved ○ Combine same number of tiles and increase their value ○ Generate new numbers in a way that can allow maximum chances to win (subjective?)
Improve overall UI of games and the application.	3	Kanishk Chh…	● Overall UI ● Hexagons in the Spelling Bee View ● Games Page UI (6hrs)

Bug Fixes
● The goal of this sprint is to make the Client's feedback integrate into the project and make bug fixes related to the same

Bug	Story Points	Assignee	Tasks
Settings Imporvements	2	Nandinii Yele…	1. Update the profile page to ensure it says "Manage Active Roles" and clean it up a bit. 2. Implement settings for upper case/lower case on the games. 3. Implement settings for contrast. 4. Display a button on the game page that

			indicates if user has additional roles for that game that are inactive.
Spelling Bee Improvements	2	Krishna Calindi	1. Allow auto focus on text input box. 2. Allow letters to be clickable. 3. Found words box should be vertical list sorted by ascending order. 4. Indicate level of user (find all possible words and scale the found words accordingly) 5. Created spelling bee games should be playable (currently randomly generated characters, ensure a certain level of playability) 6. Do not allow Puzzle Setter to change the days game.
Users Improvements	2	Tejas Singhal	1. Make the users table look better. (Prof gave us a mockup to follow, please see attachments) 2. Combine oauth info into one column. 3. Make Spotify info more meaningful. 4. Make the home page button a dropdown for different games. (keep clickable funcitonality)

Wordle improvements	2	Kanishk Chh…	1. Do not let me interact with the game after I guess correctly. 2. Aesthetics (font) should update uniformly. (check keyboard font) 3. Make letters uniformly upper case or lower case

Relevant Links

[Deployed App](#)
[Github Repo](#)
[Project Management Page](#)
[Slack channel](#)