

Sprint 2 Plan	Time Est.	https://piazza.com/class_profile/get_resource/ktxz1nfkfb5ai/kudlrkx9aj6r7																																									
As a user, I want all the pages to be easy on the eyes and intuitive to access.	Total: 19	Heading Document Name: Sprint 2 Plan Product Name: Game Performance Tracker Team Name: Leaguer Devers Completion Date: 11/2/2021 Revision No.: 1 Revision Date: 10/24/2021																																									
Divide the page structure into navbar, display area, and footer.	3	Goal To implement the webpage design and make sure nothing breaks.																																									
Make a functional and good looking navbar.	3																																										
Make user info area in display area to be good looking and user friendly.	5																																										
Make recent match analyze in display area to display something related to their recent games.	5																																										
Make a functional and good looking footer.	3																																										
As a player, I want to have a visual indicator about my recent game status (change of winRate overtime), so that I can know if I am doing better or worse	Total: 11	Team Roles Eric Member Hao Member Jack Member Mason Scrum Master Sunny Product Owner																																									
Create a graph of the winrate overtime.	5	Initial Task Assignment Eric Decide the weights of factors in KDA computation Hao Create a graph of the winrate overtime. Jack Divide the page structure into navbar, display area, and footer. Mason Make a functional and good looking navbar. Sunny Add integration test																																									
Set up/return match data	3																																										
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As a user, I want the basic features of the websites to be stable.	Total: 10	Scrum Times First meeting: 10/24/2021, 3PM Second meeting: 10/26/2021, 7PM Third meeting: 10/28/2021, 4:30PM Fourth meeting: 10/31/2021, 4pm																																									
Add integration test	5																																										
write unit test to things that can be unit tested	5																																										
As a player, I would like my aggregate KDA to be computed and visualized.	Total: 5	Initial Scrum Board <table border="1"> <thead> <tr> <th>User Stories [ordered by priority]</th> <th>To Do</th> <th>In Progress</th> <th>Done</th> </tr> </thead> <tbody> <tr> <td>As a user, I want all the pages to be easy on the eyes and intuitive to access.</td> <td>Divide the page structure into navbar, display area, and footer.</td> <td>Make a functional and good looking navbar.</td> <td>Make user info area in display area to be good looking and user friendly.</td> </tr> <tr> <td>As a player, I want to have a visual indicator about my recent game status (change of winRate overtime), so that I can know if I am doing better or worse</td> <td>Make recent match analyze in display area to display something related to their recent games.</td> <td>Create a graph of the winrate overtime.</td> <td>Store recent match history in the database</td> </tr> <tr> <td>As a user, I want the basic features of the websites to be stable.</td> <td>Set up/return match data</td> <td></td> <td></td> </tr> <tr> <td>As a player, I would like my aggregate KDA to be computed and visualized.</td> <td>Add integration test</td> <td></td> <td></td> </tr> <tr> <td></td> <td>write unit test to things that can be unit tested</td> <td></td> <td></td> </tr> <tr> <td></td> <td>Decide the weights of factors in KDA computation</td> <td></td> <td></td> </tr> <tr> <td></td> <td>Make the KDA computation and show on the page</td> <td></td> <td></td> </tr> </tbody> </table>										User Stories [ordered by priority]	To Do	In Progress	Done	As a user, I want all the pages to be easy on the eyes and intuitive to access.	Divide the page structure into navbar, display area, and footer.	Make a functional and good looking navbar.	Make user info area in display area to be good looking and user friendly.	As a player, I want to have a visual indicator about my recent game status (change of winRate overtime), so that I can know if I am doing better or worse	Make recent match analyze in display area to display something related to their recent games.	Create a graph of the winrate overtime.	Store recent match history in the database	As a user, I want the basic features of the websites to be stable.	Set up/return match data			As a player, I would like my aggregate KDA to be computed and visualized.	Add integration test				write unit test to things that can be unit tested				Decide the weights of factors in KDA computation				Make the KDA computation and show on the page		
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