

## CS 407 Fall 2024 | Team 4

### Course Clash | Sprint 3 Planning Document

#### Team Members

**Thomas Carsello** <tcarsell@purdue.edu>

**Jason Bodzy** <jbodzy@purdue.edu>

**Zachary Heskett** <zheskett@purdue.edu>

**Sooha Park** <park1343@purdue.edu>

**Celia Patricio** <cpatrici@purdue.edu>

**Sergio Alvarez** <alvar166@purdue.edu>

#### Sprint Overview

The purpose of this sprint is to add a few more game features, a few more course management features, and build out the statistics reporting of our platform. We will add features for managing the course, such as assigning TA positions that have coordinator permissions, and we will create ways for coordinators and TAs to make announcements on the course. The bulk of our user stories will relate to reporting statistics on game data such as leaderboards, question correct/incorrect statistics, etc. This sprint is going to bring everything together, and make our study platform something that teachers can gain insights from on top of allowing students to play games against each other.

**Scrum Master:** Zachary Heskett

#### Meeting Schedule:

Monday 3:00 - 3:30 pm

Wednesday 4:30 - 5:00 pm

Thursday 10:30 - 11:00 am

#### Risks / Challenges

The primary challenges we will face this sprint will mostly have to do with building out complex SQL queries that perform the data analysis that we want. We will have to build our queries such that API calls don't have to be followed up with complex logic on the frontend for displaying the statistics. Rather, we will keep the complexities centralized to the backend database calls. This will require us to brush up on some of our query skills, as well as implement more data collection techniques to the gameplay features of our app.

#### Current Sprint Detail

##### User Story #82

As a course coordinator, I would like to export course terms to a CSV file

#	Task Description	Owner	Time Estimate
1	Create API endpoint for exporting	Celia	4
2	Create backend logic to create CSV from query	Celia	2
3	Create frontend button to export	Celia	1
4	Test manually in UI	Celia	1
Total Time Estimate			8

#### Acceptance Criteria

- Given that the export API is implemented correctly, when a coordinator clicks on the export terms button, as CSV file should be downloaded
- Given that the export API is implemented correctly, when a coordinator obtains a terms CSV file, he should be able to import it without issue
- Given that the frontend UI is configured correctly, when a coordinator attempts to export a list of terms that is empty, an error message should be received

#### **User Story #83**

As a course coordinator, I would like to import course terms via a CSV file.

#	Task Description	Owner	Time Estimate
1	Create API endpoint for importing	Celia	4
2	Create backend logic to parse CSV	Celia	4
3	Create frontend button to import	Celia	1
4	Test manually in UI	Celia	1
Total Time Estimate			10

#### Acceptance Criteria

- Given that the import API is implemented correctly, if an import fails, an error message should be displayed and nothing should be changed
- Given that the import API is implemented correctly, if an import succeeded, the new terms should be immediately visible on the frontend
- Given that the import API is implemented correctly, if a user uploads a previously exported CSV, it should import without issue

#### **User Story #71**

As a user, I would like to see a leaderboard of players in a course.

#	Task Description	Owner	Time Estimate
1	Create GET route for course leaderboard	Celia	4
2	Create sql query for ranking students in the course based on data collected in games	Celia	5
3	Create frontend UI component for displaying leaderboard reactively	Celia	5
4	Test manually in UI	Celia	1
Total Time Estimate			15

#### Acceptance Criteria

- Given that the leaderboard API is implemented correctly, when a user views the leaderboard, students should be ordered by their wins minus their losses
- Given that the leaderboard API is implemented correctly, if two students have the same wins - losses, the student with more games played will be ranked higher
- Given that the frontend component is implemented correctly, only students who have played at least one game and are in that course should be visible.

#### **User Story #72**

As a user, I would like to tab between the rankings of other players based on different statistics like games won, games played, questions answered correctly, etc.

#	Task Description	Owner	Time Estimate
1	Create several API endpoints for queries based on different factors	Sergio	6
2	Create frontend UI components for displaying	Sergio	3
3	Test manually in UI	Sergio	1
Total Time Estimate			10

#### Acceptance Criteria

- Given that the API endpoints are implemented correctly, when a user views the rankings by games won, the list should be ordered in decreasing order of total wins
- Given that the API endpoints are implemented correctly, when a user views the rankings by games played, the list should be ordered in decreasing order by games played

- Given that the API endpoints are implemented correctly, when a user views the rankings by questions correct, the list should be ordered in decreasing order by correct answers given

### User Story #70

As a user, I would like to be able to see my accuracy for each topic for my course

#	Task Description	Owner	Time Estimate
1	Create columns in data tables for data analysis	Sergio	3
2	Amend gameplay API endpoints to keep track of accuracy	Sergio	3
3	Create SQL query and endpoints for calculating accuracy of a given user on a given topic	Sergio	2
4	Create frontend UI component to display	Sergio	1
5	Test manually and with sample query data	Sergio	1
Total Time Estimate			10

### Acceptance Criteria

- Given that the frontend is configured correctly, when a student views a topic he has never played before, the accuracy percentage should not be shown (as zero attempts cannot yield a percentage, i.e divide by zero)
- Given that the API is implemented correctly, when a student plays a game and answers questions, the topic accuracy percentages should change to reflect the answers given in the game
- Given that the API is implemented correctly, when a student views topic statistics, he should see the # of correct responses and the # of total attempts along with the percentage.

### User Story #69

As a user, I would like to see my game statistics in terms of games won and games played

#	Task Description	Owner	Time Estimate
1	Create frontend UI component to display data	Sergio	2

2	Create backend API request to fetch data	Sergio	2
3	Design + Implement SQL queries for aggregation of data and computing results	Sergio	5
4	Test manually and with Postman	Sergio	1
Total Time Estimate			10

#### Acceptance Criteria

- Given that the backend API is implemented correctly, when a user finishes a game, the win/loss statistic should be updated with the outcome of that game
- Given that the frontend course component is implemented correctly, when a user views win/loss statistics, only games from that course should be incorporated.
- Given that the frontend home-page component is implemented correctly, when a user views win/loss statistics, all games across all courses should be incorporated

#### **User Story #68**

As a user, I would like to be able to rematch other users after a game

#	Task Description	Owner	Time Estimate
1	Create button in UI after game ends to rematch	Sergio	1
2	Create API endpoint to send rematch challenge	Sergio	2
3	Create Frontend button to accept/reject rematch challenge	Sergio	1
4	Create backend endpoint to accept/reject challenge	Sergio	2
5	Test manually	Sergio	1
Total Time Estimate			7

#### Acceptance Criteria

- Given that the frontend is implemented correctly, when a user completes a game, there should be a “rematch” option on the game history
- Given that the backend API is implemented correctly, when a user clicks the rematch button, the other player should receive a challenge request

- Given that the backend API is implemented correctly, if there exists an incoming challenge from the other user when the rematch button is pressed, that challenge should simply be accepted to begin the game

### User Story #57

As a user, I would like to be limited to a certain number of active games at once

#	Task Description	Owner	Time Estimate
1	Create setting for game limit UI component	Sergio	2
2	Create backend API for setting/updating the limit	Zachary	3
3	Amend game API endpoints to adhere to this limit	Zachary	3
4	Test manually and with postman	Zachary	1
Total Time Estimate			9

### Acceptance Criteria

- Given that the frontend setting component is implemented correctly, when a coordinator views the course settings page, he should be able to view and update the setting.
- Given that the setting is implemented correctly, a user should not be able to send/accept challenges or begin games if the limit has been reached
- Given that the setting is implemented correctly, when the setting changes, users should not be kicked out of existing games that started before the setting change.

### User Story #55

As a course creator, I would like to see the accuracy statistics for each question I make.

#	Task Description	Owner	Time Estimate
1	Create backend API endpoint to fetch data	Zachary	1
2	Design and implement SQL queries to aggregate data	Zachary	5
3	Create frontend component to fetch and display data	Zachary	3
4	Test manually in UI	Zachary	1
Total Time Estimate			10

Acceptance Criteria

- Given that the API is implemented correctly, when a coordinator views a question's statistics, the percentage should be calculated correctly, or omitted if attempts is zero.
- Given that the API is implemented correctly, when a user attempts a question in a game, the question statistic should immediately be updated to reflect this attempt.
- Given that the frontend component is implemented correctly, only a course coordinator should have the ability to view question statistics, and this feature should be invisible to students.

**User Story #54**

As a course creator, I would like to see statistics of student usage of the study and game features (# of students playing, # of games played, etc)

#	Task Description	Owner	Time Estimate
1	Create backend API endpoint to fetch data	Zachary	1
2	Design and implement SQL queries to aggregate data	Zachary	3
3	Create frontend component to fetch and display data	Zachary	3
4	Test manually in UI	Zachary	1
Total Time Estimate			8

Acceptance Criteria

- Given that the API is implemented correctly, when a student starts a game, the number of games in progress should increase, as should the total number of games played.
- Given that the API is implemented correctly, when a student ends a game, the number of active games should decrease, but the total number of games played should remain the same.
- Given that the frontend is implemented correctly, when a coordinator views these statistics, it should be made visible how many students in the course are currently involved in at least one game.

**User Story #40**

As a user, I would like to add feedback to the questions if I think the question needs editing.

#	Task Description	Owner	Time Estimate
1	Create UI component to add feedback	Thomas	3

2	Create API endpoint to send feedback	Thomas	2
3	Create API endpoint to get feedback	Thomas	2
4	Create UI component to view feedback	Thomas	3
5	Test manually in UI	Celia	1
Total Time Estimate			11

#### Acceptance Criteria

- Given that a user is attempting a question in a game, there should be a frontend component to submit feedback on the question.
- Given that the frontend is implemented correctly, a user should be able to submit feedback on a question even after submitting his answer.
- Given that the backend API is implemented correctly, if there is an error with sending the feedback request (i.e. blank message) the frontend should display an error message.

#### **User Story #41**

As a course creator, I would like to be able to see feedback on questions that other users in the course submit

#	Task Description	Owner	Time Estimate
1	Create UI component to view all feedback on a question	Thomas	3
2	Create API endpoint to get all feedback on a question	Thomas	3
3	Create API endpoint to delete old feedback	Thomas	2
4	Test manually in UI	Thomas	1
Total Time Estimate			9

#### Acceptance Criteria

- Given that the frontend is implemented correctly, when a coordinator views the question feedback, the responses should be sorted by most recently submitted.
- Given that the frontend is implemented correctly, when a coordinator views the question feedback, all of the responses should be visible.
- Given that the backend is implemented correctly, only a course coordinator should be able to view question feedback, and this should be invisible to students.

#### **User Story #80**



As a user, I would like to search for courses or users within Course Clash.

#	Task Description	Owner	Time Estimate
1	Create a search page on the frontend	Thomas	4
2	Create a search users API endpoint	Thomas	2
3	Create a search courses API endpoint	Thomas	2
4	Test manually and in Postman	Thomas	2
Total Time Estimate			10

#### Acceptance Criteria

- Given that the search feature is implemented correctly, when a user searches for a course by its name, all courses containing the search term in their name should be displayed in the results.
- Given that the search feature is implemented correctly, when a user searches for a user by their name, all users with a matching name should be displayed in the results.
- Given that the search feature is implemented correctly, when a user enters a search term that does not match any existing course or user, a message indicating "No results found" should be displayed.

#### **User Story #66**

As a user, I would like to win a game if my opponent does not play for a certain amount of time

#	Task Description	Owner	Time Estimate
1	Create course setting for timeout durations	Thomas	2
2	Create API endpoint for updating this course setting	Thomas	2
3	Alter game API handlers to check for this condition	Thomas	3
4	Test manually in UI	Thomas	1
Total Time Estimate			8

#### Acceptance Criteria

- Given that the timeout setting is implemented correctly, when a user does not take their turn within the allotted time, the game should end and the opponent should be declared the winner.

- Given that the timeout setting is implemented correctly, the timeout duration should be customizable by the course coordinator.
- Given that the timeout setting is implemented correctly, the user should be able to see how much time they have remaining before they lose.

### User Story #56

As a user, I would like to be able to select any game from my list of active games to see the score/status of each game

#	Task Description	Owner	Time Estimate
1	Create API endpoint to retrieve score of a game	Thomas	3
2	Update UI components that list the games to display the score	Jason	2
3	Test manually in frontend and postman	Jason	1
Total Time Estimate			6

### Acceptance Criteria

- Given that the user is not registered in any game, they will not see any options to select a game in the active games list.
- Given that a user is in multiple games, they can see a list of all games as well as the scores for each.
- Given that a game is completed, the game will go away from the active games list.
- Given that a user creates a new game, it will become visible along with it's score in the active games list.

### User Story #51

As a user, I would like to be able to receive notifications via email (if opted in) when I am invited to a course

#	Task Description	Owner	Time Estimate
1	Create user setting	Jason	1
2	Create API endpoint for updating this setting	Jason	1
3	Update invite API handler to send emails if user is opted in	Jason	3
4	Test manually	Jason	1

Total Time Estimate	6
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Acceptance Criteria

- Given that a user has opted in to email notifications, when they are invited to a course, they should receive an email notification.
- Given that a user has not opted in to email notifications, when they are invited to a course, they should not receive an email notification.
- Given that the email notification feature is implemented correctly, the email notification should include the name of the course they have been invited to.

**User Story #43**

As a user, I would like to be able to view other users enrolled in the same course as me

#	Task Description	Owner	Time Estimate
1	Create public profile page for a user	Jason	4
2	Create API endpoint to retrieve a user's public info	Jason	3
3	Manually test in UI	Jason	1
Total Time Estimate			8

Acceptance Criteria

- Given that a user is enrolled in a course, the user should be able to view a list of other users enrolled in the same course.
- Given that a user is viewing the list of other users enrolled in the course, the user should be able to see the public profile of each user.
- Given that a user is viewing another user's profile, the user should only be able to see information that is considered public.

**User Story #39**

As a user, I would like to choose which topic set the game uses

#	Task Description	Owner	Time Estimate
1	Create table to associate games with topics	Jason	4
2	Update API endpoint to create game challenges with these specified conditions	Jason	3
3	Update UI components to gather these	Jason	3

	specifications		
4	Test manually in frontend	Jason	1
Total Time Estimate			11

#### Acceptance Criteria

- Given that a course has multiple topic sets, when a user initiates a game challenge, they should be able to select which topic set to use for the game.
- Given that a user has selected a topic set for a game challenge, the game should only use questions from the chosen topic set.
- Given that a topic set has been selected for a game, the game interface should display the name of the selected topic set.

#### **User Story #31**

As a user, I would like to be able to view my topic accuracy statistics on a comparative graph.

#	Task Description	Owner	Time Estimate
1	Create a button to view accuracy comparatively	Jason	2
2	Write an API call to pull down all data	Jason	3
3	Write a function to calculate the comparative graph amounts	Jason	4
4	Write front end to display graph	Jason	1
Total Time Estimate			10

#### Acceptance Criteria

- Given that the user is a student and has completed some amounts of rounds, I should be able to see the option to view accuracy comparatively.
- Given that the user selects this button, they should see a bar chart of accuracies for each topic in the course.
- Given that a user has not played a game, no statistics will be visible.
- Given that the user closes out of this window and opens it for a different course, the statistics will be different to reflect statistics for the other course.

#### **User Story #89**

[7 hrs] UI update to discussion forum page

#	Task Description	Owner	Time Estimate
1	Refactor UI using @mui/materials	Sootha	6.5

	components		
2	Test manually in UI	Sooha	.5
Total Time Estimate			7

Acceptance Criteria

- Given that the UI is updated, the UI should use @mui/materials components for the same items on the page
- Given that the UI is updated, it should still maintain the same functionalities as the old implementation of the forums / discussions page
- Given that the UI is updated, the UI should maintain consistent branding and style with the rest of the application.

**User Story #84**

As a course coordinator, I would like to make public announcements on my course page for students to view

#	Task Description	Owner	Time Estimate
1	Create announcement model	Sooha	2
2	Create announcement CRUD API	Sooha	4
3	Create UI component to create announcements	Sooha	3
4	Create UI component to view announcements	Sooha	4
5	Test manually and with postman	Sooha	2
Total Time Estimate			15

Acceptance Criteria

- Given that the announcement feature is implemented correctly, a course coordinator should be able to create a new announcement with a title and body.
- Given that the announcement feature is implemented correctly, a user should be able to view a list of all announcements created in that course.
- Given that the announcement feature is implemented correctly, a course coordinator should be able to delete an announcement.

**User Story #85**

As a student, I would like to receive email notifications (when opted in) about course announcements

#	Task Description	Owner	Time Estimate
1	Create user setting in UI	Sootha	2
2	Create user setting in database and API to update it	Sootha	3
3	Amend announcement API to send emails when opted in	Sootha	2
4	Test manually	Celia	1
Total Time Estimate			8

#### Acceptance Criteria

- Given that a student has opted in to email notifications, when a course announcement is made, they should receive an email notification.
- Given that a student has not opted in to email notifications, when a course announcement is made, they should not receive an email notification.
- Given that the email notification feature is implemented correctly, the email notification should include the course and the title of the course announcement.

#### **User Story #86**

As a course coordinator, I would like to delegate TA-roles to users that give them course coordinator permissions

#	Task Description	Owner	Time Estimate
1	Create data model to associate users in a course as a TA	Sootha	2
2	Create API endpoints for CRUD operations on this model	Sootha	5
3	Create React context for permissions within a course and apply this throughout the app	Sootha	6
4	Test manually	Sootha	2
Total Time Estimate			15

#### Acceptance Criteria

- Given that the TA role feature is implemented correctly, a course coordinator should be able to assign a TA role to a user enrolled in their course.
- Given that the TA role feature is implemented correctly, a user assigned the TA role should have the same course permissions as a course coordinator.
- Given that the TA role feature is implemented correctly, a course coordinator should be able to see which users are assigned the TA role in their course.

### User Story #87

As a course coordinator, I would like to revoke TA-roles

#	Task Description	Owner	Time Estimate
1	Create API endpoint to demote a TA back to regular student	Zachary	2
2	Create frontend component to call the API endpoint	Zachary	2
3	Test manually and in postman	Zachary	1
Total Time Estimate			5

### Acceptance Criteria

- Given that the TA role feature is implemented correctly, a course coordinator should be able to revoke the TA role from a user.
- Given that the TA role is revoked, the user should no longer have course coordinator permissions.
- Given that the TA role is revoked, the change in the user's role should be reflected in the course's user list of TAs.

### User Story #88

As a course coordinator, I would like to make announcements only visible to TAs

#	Task Description	Owner	Time Estimate
1	Create visibility column on announcement model and API endpoint to reflect this setting	Zachary	4
2	Update GET api endpoints to adhere to this setting based on the user's permissions	Zachary	3
3	Create frontend component to specify the announcement is public or TA-only	Zachary	2

4	Test manually	Zachary	1
Total Time Estimate			10

#### Acceptance Criteria

- Given that the announcement visibility feature is implemented correctly, a course coordinator should be able to create an announcement that is visible only to TAs.
- Given that an announcement is marked as TA-only, only course coordinators and TAs should be able to view it.
- Given that an announcement is marked as TA-only, students should not receive an email for the announcement if they are opted-in to email announcements.

#### Sprint Totals

Name	Estimated Hours
Thomas Carsello	40
Jason Bodzy	40
Zachary Heskett	40
Sootha Park	40
Celia Patricio	35
Sergio Alvarez	39

#### Backlog

- ~~1. [10 hr] As a user, I would like to register for a Course Clash account with an email and password~~
- ~~2. [2 hr] As a user, I would like be able to delete my account~~
- ~~3. [10 hr] As a user, I would like to be able to log in to my Course Clash account~~
- ~~4. [3 hr] As a user, I would like to be able to log out of my Course Clash account~~
- ~~5. [5 hr] As a user, I would like to be able to view my Course Clash account and edit it~~
- ~~6. [5 hr] As a user, I would like to be able to change my password~~
- ~~7. [10 hr] As a user, I would like to be able to recover my account if I forget my password~~
- ~~8. [10 hr] As a user, I would like to upload a profile picture to represent my account~~
- ~~9. [15 hr] As a user, I would like to customize how the website looks, like changing color themes.~~
10. [10 hr] As a user, I would like to have a brief walkthrough of the app
11. [10 hr] As a user. I would like to keep consecutive streaks I have 'studied' in a course
- ~~12. [10 hr] As a user, I would like to be able to create a course~~



- ~~13. [3 hr] As a course creator, I would like to be able to delete my course~~
- ~~14. [15 hr] As a course creator, I would like to be able to add other users to that course by email~~
- ~~15. [10 hr] As a course creator, I would like to be able to remove users from my course~~
- ~~16. [10 hr] As a course creator, I would like to be able to send a 'join' code for other users to join my created course~~
- ~~17. [5 hr] As a course creator, I would like to set how many games one person can be in at once.~~
- ~~18. [5 hr] As a course creator, I would like to be able to use a 'join' code to join a course~~
- ~~19. [10 hr] As a course creator, I would like to be able to add a profile image to my course~~
- ~~20. [5 hr] As a course creator, I would like to change the profile image to my course~~
- ~~21. [10 hr] As a course creator, I would like to create study terms manually through the web UI~~
- ~~22. [15 hr] As a course creator, I would like to upload game questions via CSV~~
- ~~23. [10 hr] As a course creator, I would like to export game questions to a CSV~~
- ~~24. [10 hr] As a course creator, I would like to enter a question set creation session when I create a new question set or edit an existing set.~~
- ~~25. [15 hr] As a course creator, I would like to create multiple game questions through the web UI.~~
- ~~26. [5 hr] As a course creator, I would like to add/change answer choices to each question I create.~~
- ~~27. [15 hr] As a course creator, I would like to add images to questions.~~
- ~~28. [5 hr] As a course creator, I would like to remove questions from my question set.~~
- ~~29. [10 hr] As a course creator, I would like to organize terms/questions into topics/units.~~
- ~~30. [5 hr] As a course creator, I would like to add difficulty tags to the questions.~~
- ~~31. [5 hr] As a course creator, I would like to adjust how many rounds it takes to win in a game.~~
- ~~32. [5 hr] As a course creator, I would like to include reading/tips for questions I create~~
- ~~33. [10 hr] As a course creator, I would like to publish my question set for users to play in the course.~~
- ~~34. [2 hr] As a course creator, I would like to unpublish my question set.~~
- ~~35. [2 hr] As a course creator, I would like to delete my question set.~~
- ~~36. [10 hr] As a course creator, I would like to edit game questions and study terms through the Web UI after publishing.~~
- ~~37. [10 hr] As a user, I would like for the game to suggest readings/tips related to the question~~
- ~~38. [10 hr] As a user, I would like the option to study specific topics/units as opposed to the entire question/term bank~~
- ~~39. [10 hr] As a user, I would like to choose which topic set the game uses~~
- ~~40. [10 hr] As a user, I would like to add feedback to the questions if I think the question needs editing.~~
- ~~41. [10 hr] As a course creator, I would like to be able to see feedback on questions that other users in the course submit~~

42. [10 hr] As a user, I would like to be able to invite my friends to sign up to the website via email invites
43. [10 hr] As a user, I would like to be able to view other users enrolled in the same course as me
44. [10 hr] As a user, I would like to be able to challenge other random users in my course to a game.
45. [5 hr] As a user, I would like to selectively choose someone not on my friends list to challenge in a game.
46. [15 hr] As a user, I would like to send requests to other people to add to my friends list.
47. [3 hr] As a user, I would like to challenge to a game someone on my friends list
48. [10 hr] As a user, I would like to have a list showcasing all my friends added.
49. [15 hr] As a user, I would like to see friends currently online on the website.
50. [15 hr] As a user, I would like to receive email notifications (if opted in) when I have been challenged to a game
51. [10 hr] As a user, I would like to be able to receive notifications via email (if opted in) when I am invited to a course
52. [10 hr] As a user, I would like to be able to see a list of my current games
53. [10 hr] As a course creator, I would like to see an administrator panel that shows every game being played in my course.
54. [10 hr] As a course creator, I would like to see statistics of student usage of the study and game features (# of students playing, # of games played, etc)
55. [10 hr] As a course creator, I would like to see the accuracy statistics for each question I make.
56. [10 hr] As a user, I would like to be able to select any game from my list of active games to see the score/status of each game
57. [5 hr] As a user, I would like to be limited to a certain number of active games at once
58. [10 hr] As a user I would like to be randomly select a topic to start a game using a spinning wheel
59. [15 hr] As a user, I would like to be able to answer a question in a topic when it is my turn
60. [5 hr] As a user, I would like to see whether I get a question right or wrong after answering it, and what the correct answer is
61. [10 hr] As a user, I would like to be able to answer a round of questions when it is my turn and give my turn to my opponent
62. [5 hr] As a user, I would like to see whether I won or lost a round based on if I got more questions right in a round than my opponent
63. [5 hr] As a user, I would like to gain a point for a round if I won the round
64. [5 hr] As a user, I would like to win the game if I win a certain number of rounds before my opponent
65. [3 hr] As a user, if I win or lose a game, I would like to be able to see that I won or lost
66. [10 hr] As a user, I would like to win a game if my opponent does not play for a certain amount of time
67. [5 hr] As a user, I would like to be able to resign/surrender in a game
68. [3 hr] As a user, I would like to be able to rematch other users after a game

- 69. [10 hr] As a user, I would like to see my game statistics in terms of games won and games played
- 70. [10 hr] As a user, I would like to be able to see my accuracy for each topic for my course
- 71. [15 hr] As a user, I would like to see a leaderboard of players in a course
- 72. [10 hr] As a user, I would like to tab between the rankings of other players based on different statistics like games won, games played, questions answered correctly, etc.
- 73. [10 hr] As a user, I would like to be able to create and view public posts on a course's discussion board
- 74. [5 hr] As a user, I would like to be able to upvote posts on a course's discussion board
- 75. [10 hr] As a user, I would like to be able to comment on posts on a course's discussion board
- 76. [10 hr] As a course creator, I would like to moderate a course discussion board by removing posts.
- 77. [5 hr] As a user, when posting to the discussion board, I would like to tag the post as either a Question, PSA, or General post type.
- 78. [15 hr] As a user, I would like to see detailed progress reports on my performance in different topics and games.
- 79. [15 hr] As a course creator, I would like to create private courses that can only be accessed by invited users.
- 80. [15 hr] As a user, I would like to search for courses or users within Course Clash.
- 81. [10 hr] As a course creator, I would like to add a description to my course to provide more information to potential students.
- 82. [8 hrs] As a course coordinator, I would like to export course terms to a CSV file.
- 83. [8 hrs] As a course coordinator, I would like to import course terms via a CSV file.
- 84. [15 hrs] As a course coordinator, I would like to make public announcements on my course page for students to view
- 85. [8 hrs] As a student, I would like to receive email notifications (when opted in) about course announcements
- 86. [15 hrs] As a course coordinator, I would like to delegate TA roles to users that give them course coordinator permissions
- 87. [5 hrs] As a course coordinator, I would like to revoke TA roles
- 88. [10 hrs] As a course coordinator, I would like to make announcements only visible to TAs
- 89. [7 hrs] UI update to discussion forum page