Goals

1. Restrict features based on user roles
2. Style the app and make it accessible for mobile users
3. Update and remove functionality for attendees, events, groups
4. Set up separate environments for development, testing, and production
5. Create Unit tests

Sprint Backlog

Each event should have a corresponding scoreboard on the homepage (~3 hours)

Superadmins should be able to add attendees to groups in each event (~6 hours)

Attendees should not exist in more than one group within an event (~3 hours)

Superadmins should be able to remove attendees (~4 hours)

Superadmins should be able to remove attendees from a group (~6 hours)

Superadmins should be able to remove groups (and subsequently remove link between group and its attendees) (~6 hours)

Admins should be able to remove events (and subsequently delete all groups in the event) (~6 hours)

Superadmins should be able to update attendees (~4 hours)

Superadmins should be able to update groups (~4 hours)

Superadmins should be able to update events (~4 hours)

Superadmins should be able to confirm or deny requests to change points (~8 hours)

Campers/attendees should have read-only access to the app (ie they cannot create, update, or delete any data) (~4 hours)

There should be an admin role (between campers and Superadmins) that can request point changes but can make no other changes to the data (~6 hours)

API endpoints should require user authentication so unauthorized users cannot access data (~5 hours)

User interface should be easy to view/use on a mobile device (~10 hours)

App should have simple navigation (~10 hours)

Add theme/styling to app (~12 hours)

There should be separate environments (databases and environment variables) for testing, development, and production (~5 hours)

There should be no hardcoded secrets in the app (~2 hours)

App should have unit tests for at least 80% of API endpoints (~10 hours)