



Sprint Planning Document (Sprint 1)

Sprint Goal Backlog (Sprint 1)

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High-level Project Overview

Project Mission:

- Online Game Tournaments is a platform for people to upload AIs for the game Battleship and have them compete against each other in tournaments, with eventual plans to branch out beyond battleship

Problems We Are Solving:

- Game AIs are not easily compared for quality and skill
- Tournaments will be used in a classroom setting to assist with grading
- Professors will be able to easily compare the work of dozens of students with minimal effort and time

Project Overview (High-Level Features):

- **Website:**
 - **AI Bot Upload:** Users can upload their AI bots for battles.
 - **Drag & Drop Support:** Easily upload bots via drag-and-drop or file selection.
 - **Live Status Updates:** Displays upload progress and battle results.
 - **Custom Styling:** Dark-themed UI with Tailwind CSS.
- **Admin Dashboard**
 - **Tournament Ranking:** Tournament results will be available for analysis
 - **Game records:** Records of each move will be saved for AI training
- **Backend Services**
 - **Realtime Database:** Data for users, moves, game logs, models for tournaments.
 - **Hosting:** Host the web app on provided servers
 - **Authentication:** Use OAuth for sign in/up and provide custom user profiles

Sprint 1 Planning

Sprint 1 Goals:

1. Build front-end to accept files to test models
2. Setup Docker containers to run each model to provide flexibility in libraries
3. Implement Game Logic on Python
4. Research documentation for websockets and OAuth
5. Design Tournament System
6. Implement a matchmaking system using queue
7. Connect front-end and back-end of the battleship games
8. Test using Mock AI Bot
9. Create Project Website

Sprint 1 Deliverables:

- Build front-end to accept files to test models:
 - Assigned: Vishak Vikranth
- Setup Docker containers to run each model to provide flexibility in libraries:
 - Assigned: Andrew Boothe
- Implement Game Logic on Python:
 - Assigned: Sonam Lama
- Research documentation for websockets and OAuth
 - Assigned: Colin Guzenda
- Design Tournament endpoint to simulate a tournament
 - Assigned: Vishak Vikranth
- Implement a matchmaking system using queue
 - Assigned: Colin Guzenda
- Connect front-end and back-end of the battleship to ensure models are tested

- **Assigned:** Vishak Vikranth

- **Test using Mock AI Bot**

- **Assigned:** Sonam Lama

- **Create Project Website**

- **Assigned:** Victoria Clavijo