

First Prototype Report

of the

Battle of Minds

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1. User Story and Related Scenarios

| As a... | I want | So that... | Priority | Acceptance Criteria |
|----------|---|---|----------|---|
| Customer | Support for different kind of questions | Two types of questions can be added to the game | 2 | To make player able to play the game with two types of questions. Those types are multiple choice and classical. For multiple choice questions, player is able to select one of the four available choice within given time interval. For classical type, user enters a number within given time interval. If a player is closer to answer, wins. If two players enter same answer, fastest one will be accepted. |
| Customer | 20+ real time multiplayer support | Players get able to play the game within large groups and feel competitive playing feeling. | 3 | Making 20+ Players able to play the game. Players get able to see whether they won or lost the game within 2 seconds. |
| Customer | Admin panel on web server. | Admins can control functionalities on admin panel | 3 | To have a simple admin panel on web |
| Customer | Modern UI design with sci-fi theme | Players will play the game through a modern and cool looking UI | 1 | To obtain UI/UX with sci-fi theme design and functionality for UI/UX |
| Customer | Authentication system for the game | User can be authenticated | 3 | Moving players to Sign In and Sign Up with e-mails from the game within 3 seconds via a good internet connection. |
| Customer | Authentication system for admin panel | Admin can be authenticated | 2 | Moving admins to be able to Sign In and Sign Up with their e-mails from the web editor within 2 seconds via a good internet connection. |
| Customer | Store all questions on a custom web server | All of the questions get stored on a custom web server | 2 | Running online database for questions, Being able to get any question within a time interval that player will not feel any delay. |
| Customer | Admins to be able to add, modify and delete questions | Admins will have full control of the questions database | 2 | Admins can add, modify and remove questions from the questions database. This change gets applied to the game immediately. |

| | | | | |
|----------|---|---|---|---|
| Customer | Let players be able to add questions | Players can add new questions and we can expand our database fastly | 1 | Players write questions and the game sends them to the admin panel in "questions/waiting for review" section. If player enters a question and his/her question gets approved, he/she gets extra coins and buy jokers for the game. |
| Customer | Approve or deny questions which added from players on admin panel | Admins will be able to select best question coming from players. | 1 | In "questions/waiting for review" section, admin can approve or deny questions |

2. Project Backlog Document

2.1 Tasks For the Web Side

| ID | Task | Priority | Estimated Effort |
|----|---|----------|------------------|
| W1 | Login screen designing and switching to main menu screen | High | 5 |
| W2 | Designing main menu screen and adding functionality to main menu | High | 9 |
| W3 | Designing question reject / edit and approve screen | Medium | 8 |
| W4 | Adding functionality to reject / edit and approve screen | Medium | 9 |
| W5 | Designing edit existing questions screen and adding functionality | Medium | 7 |
| W6 | Designing add questions screen and adding functionality | Medium | 9 |
| W7 | Designing recycle screen and adding functionality | Medium | 8 |

2.2 Tasks For the Server Side

| ID | Task | Priority | Estimated Efford |
|-----|--|----------|------------------|
| S1 | Basic database designing | High | 4 |
| S2 | Mvc creating | High | 2 |
| S3 | Web api creating | High | 2 |
| S4 | Web api main methods creating and designing | High | 5 |
| S5 | Adding sign in and sign up functionality | Medium | 8 |
| S6 | Database designing for competitions | High | 10 |
| S7 | Connection for interaction during game | High | 10 |
| S8 | Applying league system | Low | 5 |
| S9 | Designing user question add method for web side and interacting with web editor | Medium | 4 |
| S10 | Designing user question add method for game side and interacting with web editor | Low | 4 |
| S11 | Designing edit and delete questions methods | Low | 4 |
| S12 | Designing recycle methods for deleted questions | Low | 5 |

2.3 Tasks For the Game Side

| ID | Task | Priority | Estimated Effort |
|-----|--|----------|------------------|
| G1 | Designing template code/class structure and connecting to template UI | High | 3 |
| G2 | Designing template user interface with only UI elements | High | 3 |
| G3 | Designing dummy interface with sci-fi theme including main menu,multiple choice question screen and classical type question screen | Medium | 6 |
| G4 | Designing profile screen and league screen | Medium | 5 |
| G5 | Designing game modes menu and load screen | Medium | 5 |
| G6 | Designing settings menu , question add menu and preferences menu | Low | 5 |
| G7 | Coding backend for settings menu,question add menu and preferences menu | Medium | 8 |
| G8 | Coding backend of profile and league screen. | Low | 4 |
| G9 | Coding backend for playing the competition and game modes menu | Medium | 5 |
| G10 | Coding backend for main menu and for the main game manager script | High | 9 |
| G11 | Deciding and applying language support method | Low | 2 |
| G12 | Adding full language support | Low | 6 |

3. Use Case Diagram For Defined Scenarios



4.Examples of Dummy User Interface

4.1 Main Screen



4.2 Classical Type Question Screen



4.3 Multiple Choice Type Question Screen



5.Test Cases

5.1 Test Cases For Web Side

| Test Case ID | Test Case Description | Test Data | Expected Result |
|--------------|---|--|---|
| TU01 | Check Admin Login with valid Data | Username: user99@gmail.com Password:pass99 | User should Login into Admin Panel |
| TU02 | The admin presses the add question in the main menu, a screen should come up to create a new question. | N/A | Admin adds a new question to the question pool.These questions are sent from the web to the server. |
| TU03 | The admin clicks the question correction button in the main menu; a correction screen should appear for the previously written questions. | N/A | The admin edits the question that she received from the user or that she wrote herself.The edited question is sent to the server. |
| TU04 | Admin clicks the delete question button in the main menu, all the questions she wrote appear on the screen and delete what she wants to delete. | N/A | The admin selects the question she wants to delete and deletes it. |
| TU05 | Admin clicks on the recycle can in the main menu, a screen opens to show the questions she has deleted. | N/A | Admin will see all deleted questions on the screen. |

5.2 Test Cases For Server And Game Sides

| Test Case ID | Test Case Description | Test Data | Expected Result |
|--------------|--|--|---|
| TU01 | User login menu that the user uses to login to the application's home screen | Username: user99@gmail.com Password:pass99 | User returns to the main menu |
| TU02 | League menu is the menu where users can see their ranks and leagues. | N/A | User enters league screen |
| TU03 | User presses setting button from the main menu | N/A | The settings menu get open at the upper right side of main menu |
| TU04 | User presses preferences button from the settings menu | N/A | User switches to preferences menu |
| TU05 | User presses start button from main menu | N/A | User enters to the game mod selection menu |
| TU6 | User presses one of the game selections from the game mod menu and after switching load screen the game gets started with question and user keeps playing. | N/A | User switches to the load screen until the new game gets started. |
| TU7 | User presses language button and select one language | N/A | Everything including the languages of the question gets translated to choose a language |
| TU8 | User presses add question button from settings | N/A | User enters to question and it's result and presses send button. The question get send to the server. |