

Release Plan

Product Name: !Toohak

Team Name: !Toohak

Release Name: !Toohak

Release Date: 3/12/2024

Revision Number: 1

Revision Date: 1/13/2024

High Level Goals

- Allow users to create their own rooms with customizable settings, ensuring a seamless and intuitive room creation process.
- Enable users to easily join existing rooms, providing a smooth and quick entry process to engage in the interactive environment.
- Implement a user-friendly waiting room system, where participants can gather before an event starts, fostering anticipation and community interaction.
- Integrate a feature to create and launch quizzes with multiple-choice questions, each having four pre-defined options for participants to choose from.
- Ensure seamless communication by displaying quiz questions and answer choices directly on users' devices in a clear and visually appealing manner.
- Provide real-time updates to user display, indicating when it's time to answer quiz questions and waiting for others to answer, maintaining an engaging and synchronized experience.
- Implement a synchronized timer system, ensuring that all users experience consistent timing during quiz events, enhancing fairness and competition.
- Design a user interface that effectively communicates when participants are waiting for others to submit their quiz answers, promoting a sense of community and shared experience.
- Enhance user feedback by implementing a visual cue system, displaying a green screen for correct answers and a red screen for incorrect ones after revealing quiz answers.
- Create a dynamic and interactive leaderboard, displaying participant scores and rankings after the quiz has concluded, fostering a sense of achievement and healthy competition.

Sprint Planning

Team Roles: All members will be working on a mix of FE and BE throughout the course of the project

1 point ~ 3 hours

- Sprint 1 (1/17 → 1/30)
 - **Goal:** Bootstrap and initialize our project. Set up basic back-end logic.
 - **Engineering Perspective:**
 - [1] Bootstrap/Initialize Repo and Environment - Yesh
 - [2] Create schema for database and choose database provider - Justin
 - [2][BE] - Implement create and update record for database for quiz rooms - Gene
 - [1][BE] - Implement NEW_QUESTION and RECV_QUESTION logic - Norton
 - [1][BE] - Implement NEW_PLAYER and START_QUIZ logic - Yesh
 - [1][BE] - Implement WAITING_FOR_QUIZ and START_TIMER logic - Norton
 - [1][BE] - Implement QUIZ_COMPLETED and SHOW_ANSWER logic - Norton
 - [3][BE] - Implement joining room logic - Gordon
 - **User Stories:**
 - 1.1: As a user, I want to be able to join a dedicated quiz so that I can participate in the activity
 - 1.2: As a quiz participant, I want to be able to receive questions
- Sprint 2 (1/31 → 2/13)
 - **Goal:** Create the initial page views and continue working on the back end synchronization.
 - **Engineering Perspective:**
 - [2][FE] - Create Landing Page and Create Room Page - Gordon
 - Implement both join + create room
 - [1][FE] - Create Waiting for Quiz to Start Page (Host View) - Yesh
 - [1][FE] - Create Start Quiz (Host View) - Norton
 - [1][FE] - Create Waiting for Quiz to Start Page + Start Quiz (Player View) - Gene
 - [.5][BE] - Implement Start Quiz logic - Yesh
 - [2][BE] - Implement Receive Question logic - Justin
 - sanity check/ validate correct behavior
 - [1][FE] - Create Waiting for Other Players to Answer Page - Gene
 - [1][FE] - Create Waiting for Next Question Page - Norton
 - **User Stories:**
 - 2.1: As a user, I want an easy UI to join a room and know that I'm in the waiting room.

- 2.2: As a host, I want to be able to create a room and start a quiz
- 2.3: As a user, I want a simple UI to know when I am waiting for others to finish answering questions
- 2.4: As a user, I want a simple UI to know when I am waiting to receive the next question
- Sprint 3 (2/14 → 2/27)
 - **Goal:** Create the answer page view as well finish the remaining back-end logic.
 - **Engineering Perspective:**
 - [2][BE] - Implement Answer Question logic - Justin
 - [2][BE] - Implement Waiting for Other Players logic - Gene
 - [2][BE] - Implement Show Answer logic - Gene
 - [3][BE] - Implement Waiting for Next Question logic - Yesh
 - sanity check/ validate correct behavior
 - [2][BE] - Implement Quiz Completed Logic - Norton
 - [2][FE] - Create Show Answer Page - Gordon
 - [4][FE] - Create Answer Question Page - Yesh
 - parse BE question + answers and display it
 - implement timer view
 - [3][FE] - Create Quiz Completed Page - Gordon
 - **User Stories:**
 - 3.1: As a quiz participant, I want to be able to answer questions
 - 3.2: As a quiz participant, I want to be able to see the solution to the previous question
 - 3.3: As a quiz participant, I want to be able to see the results at the end of the quiz.
 - 3.4: As a quiz host, I want to make sure all quiz participants receive questions at the same time
- Sprint 4 (2/28 → 3/12)
 - **Goal:** Create the quiz builder view and logic.
 - **Engineering Perspective:**
 - [3][BE] - Create Quiz Builder logic - Norton/Gene/Justin
 - [4][FE] Create Quiz Builder View - Gordon/Yesh
 - **User Stories:**
 - 4.1: As a teacher, I want to be able to build my own quiz so that I can test my students on class concepts
 - 4.2: As a teacher, I want to be able to test students using different question types (MC, T/F, etc.)
 - 4.3: As a user, I want to be able to set my own nickname in the room

Scrum Times

M: 12:00pm - 12:30pm

T: 1-1:45pm

F: 12:00pm - 12:30pm