

	A	B	C	D	E	F
1	<b>Product Owner</b>	<b>Sprint1: Yi Meng (yim1)</b>	<b>Sprint2: Yiran Zhou (yiranz1)</b>	<b>Sprint3: Can Liu (canl2)</b>		
2						
3	<b>Sprint</b>	<b>task</b>	<b>description</b>	<b>expected time</b>	<b>owner</b>	<b>status</b>
4	Sprint 3	Enrich room model	Enable room host to kick out other users in the room; enable users to get ready for the game.	180	Yiran Zhou	Todo
5	Sprint 3	Modify HTML	Use Django template inheritance to eliminate code duplication in Django templates.	180	Can Liu	Todo
6	Sprint 3	Deploy WeDraw on AWS	Deploy WeDraw on AWS.	240	Yiran Zhou	Todo
7	Sprint 3	End game	When game ends, show each user's score and show a winner.	480	Can Liu, Yi Meng	Todo
8	Sprint 3	User switch role	Allow multiple users to play, users will switch their roles (drawer/guesser) when time is up.	240	Can Liu	Todo
9	Sprint 3	Input validation	Add more input validation in case of attacking. Not abstract sensitive information from HTML file. Change to send request to server for necessary parameters.	240	Yi Meng	Todo
10	Sprint 3	Embellish User Interface	Make page beautiful and use some CSS package	480	Yi Meng, Yiran Zhou	Todo
11	Sprint 3	rejoin the game (Optional)	Persistently stores (in the database) the game state, allow user to rejoin the game	480	Yiran Zhou, Yi Meng, Can Liu	Todo
12	Sprint 3	Create private game room (Optional)	Create a game model for the private game room.	480	Can Liu, Yiran Zhou, Yi Meng	Todo