SPRINT 2

TASK 3

GROUP 3

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CONTENTS

INTRODUCTION

Sprint documents are a series of documents that the Documentation writer will publish after every sprint, detailing all aspects of the sprint including user specification, product backlog, release backlog, burndown chart, class diagram, use case diagram, sequence diagram, and patch note.

By reading this series of documents, the reader will have a clear picture of what is done in every sprint and details about each version of the release.

USER SPECIFICATION

The client wants the application to be able to communicate with a cloud server and send GPS location to the server regularly. The data should be stored in a file.

Developer should consider the following:

- What cloud server to be used?
- Can server be changeable?
- What if server not available?
- What format should the data be saved in?
- How often will the data be sent?

PRODUCT BACKLOG

This list of features includes everything that the development team might ever do.

- Set up server for communication
- Application send information to server
- Using CSV file to store phoneID, entryID, Lat, and Long
- The information is sent regularly to the server (every 15 minutes)
- If internet is not available, the data is stored in a temporary cache

RELEASE BACKLOG

Here are the features to be implemented in this sprint. Listed in priority order with the most important feature at the top of the list, and the amount of time needed to complete the task estimated in hour.

1. Set up server (4 hour)
2. Write a ‘home’ method to send data to server (4 hour)
3. Write a function to catch if internet is down or server not reachable, so data is stored in cache (2 hour)

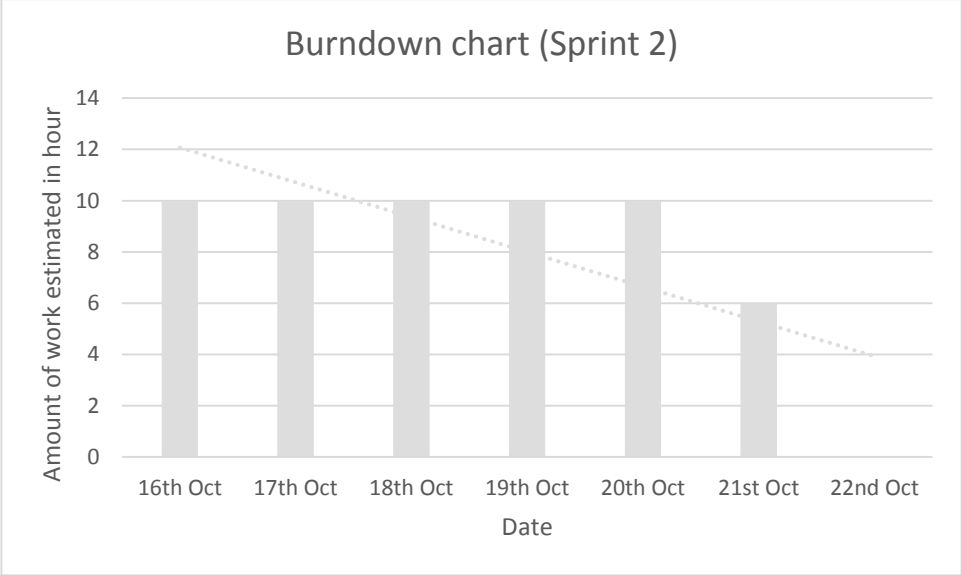

FIGURE 1. BURNDOWN CHART SHOWING THE AMOUNT OF WORK LEFT ON ANY GIVEN DAY ESTIMATED IN HOUR.

CLASS DIAGRAM

Mark	Visibility type
+	Public
#	Protected
-	Private
~	Package(default)

TABLE 1. MARKS FOR UML-SUPPORTED VISIBILITY TYPES.

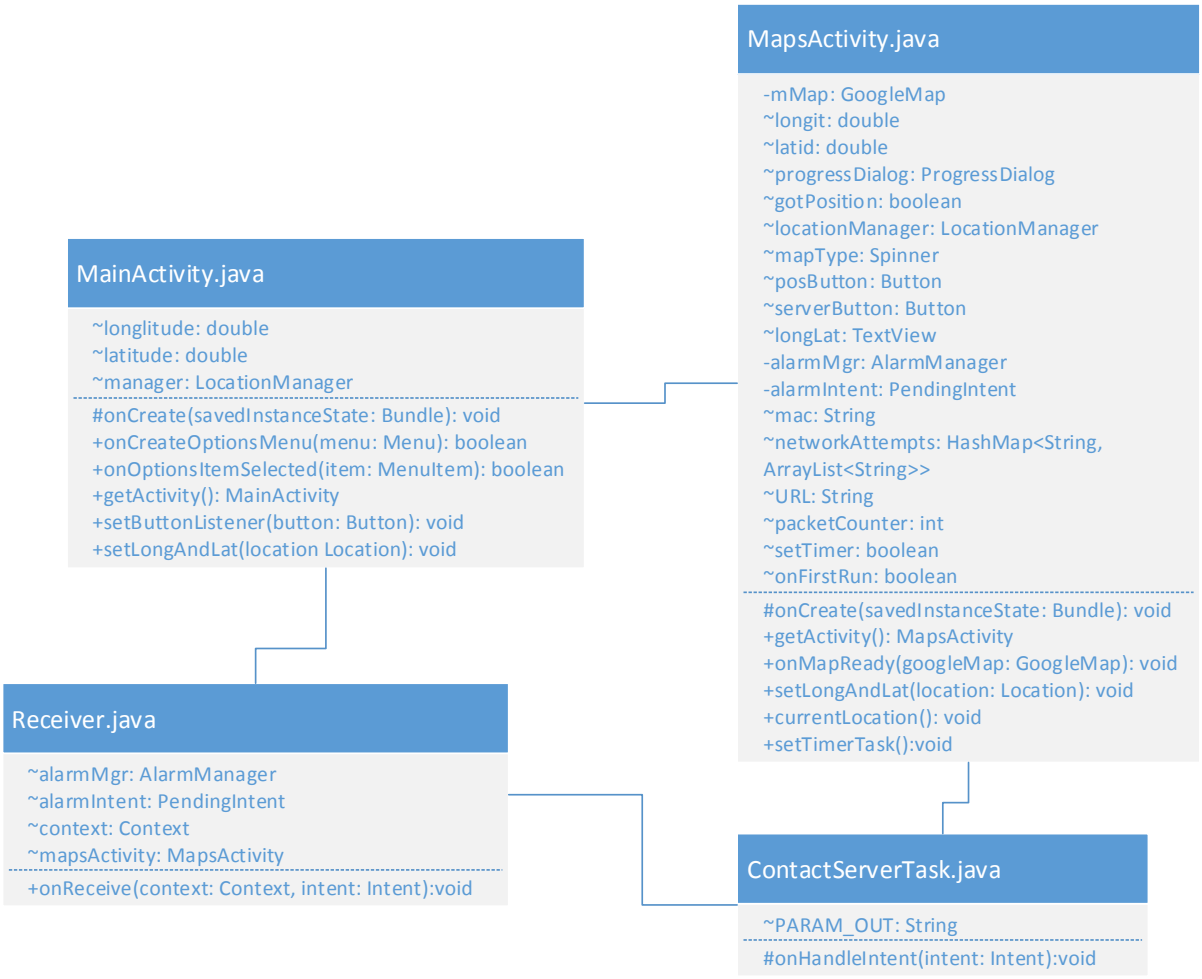

FIGURE 2. CLASS DIAGRAM SHOWING MAINACTIVITY.JAVA AND MAPSACTIVITY.JAVA. THE UPPER PART CONTAINS ATTRIBUTES OF A CLASS AND LOWER PART CONTAINS METHODS OF A CLASS.

USE CASE DIAGRAM

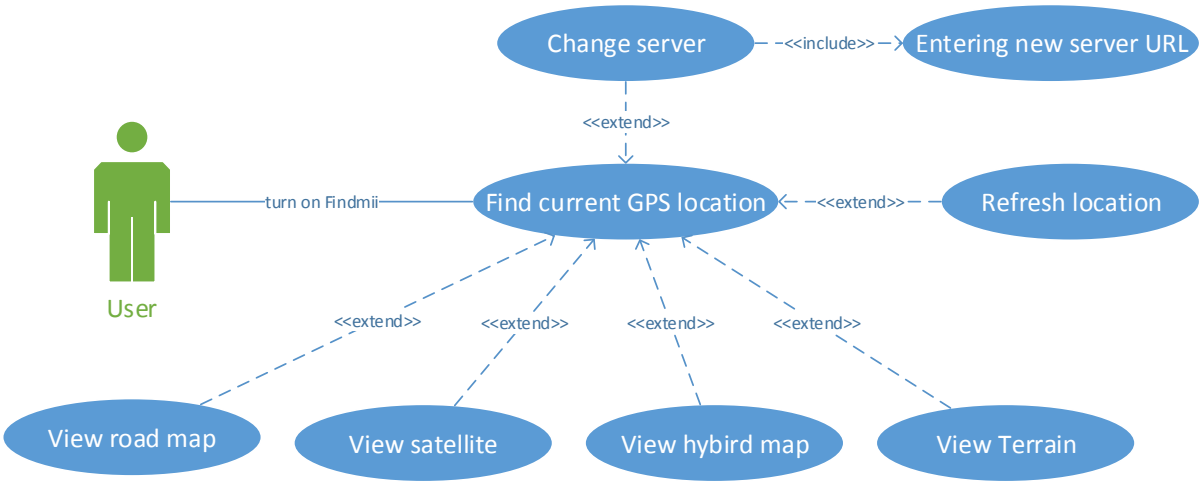

FIGURE 3. USE CASE DIAGRAM SHOWING THE ACTIVITIES A USER CAN DO.

SEQUENCE DIAGRAM

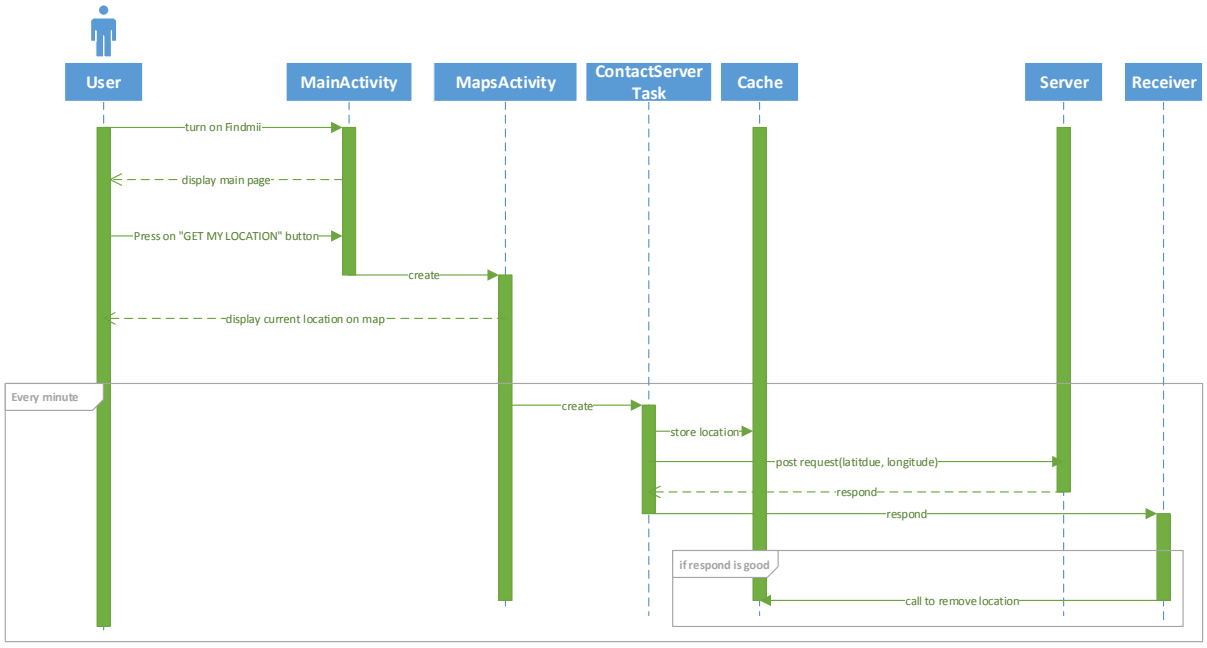

FIGURE 4. SEQUENCE DIAGRAM SHOWING INFORAMTION FLOW BETWEEN USER AND OBJECTS WHEN THE USER USES FINDMII TO FIND THE CURRENT LOCATION.

PATCH NOTE

Findmii version 2.0

- Implemented a method to send GPS position data to the “home” server.
- Data is sent every minute.
- Implemented a change server function to allow the user to change “home” by entering a different server URL.
- When internet is not available or server is not reachable, then the data is stored in cache.
- The server will store the data in separate text file for each device.
- A “snackbar” is implemented to display messages.