

Sprint 2 Plan

Product name: Lifetracker RPG

Team name: Three and A Half Asians

Members: Aaron Rodden, Eric Huang, Maverick Ho, Sean Chen, Robert Bergeron

Revision Number: 1.0

Revision Date: 10/21/19

Goal: Set up the base prototype for our mobile application, which includes user login, way for user to see where they are on the map, and some testing frameworks.

- (13) Using Geolocation to track user location in the Android app itself
 - As a player, it is important that I know that the app has an accurate awareness of my location
 - 1. Implement following a users movement on a map while also keeping track of their statistics (Distance traveled, speed, etc... whatever stats we can grab)
 - 2. (BONUS) Incorporate polylines with google map's geolocation, and create a feature where users walk somewhere, and a polyline is drawn. This will be used as a path.
- (5) Create the user login for our application with Firebase.
 - As a developer, I need a way to associate each user with their respective data
 - 1. Design and implement an initial data structure for how we will keep track of user data (account info, password, etc.)
Create an account and pass needed information into above data structure
 - 2. Create a UI using firebases sample login code. Have some simple text fill in boxes, buttons, and backgrounds.
- (13) Create a prototype UI on Android Studio
 - As a player, a user interface is essential for navigating through an application.
 - 1. Implement the skeleton of the application
 - a. Home page (e.x. Login, logo, etc)
 - b. Main map/game page
 - c. User Stats / customization
 - d. Settings / config
 - e. Items / Minigames

// NOT game elements in yet, simple skeleton (e.x. Boxes, sliders, background, etc.)
- (8) Using polylines along side Google Maps directions (Two dropped pins, API connects them) to create a trail
 - As a player, I would like to be given a visual indication of the trail I am currently walking
 - 1. Draw a polyline between two points. Display on the map.
 - 2. Create a basic automated testing framework for polylines (given some set of points, creates and verifies that line was created.
- (1) Expand upon the game design aspect of the game
 - As a developer, I would like to be given an idea of the general design of our game so that it'll be easier to code in the future

- As a player, I would like some game aspects in the application to encourage me to walk more.
- 1. Create a PDF / paper that outlines our gameplay loop and explains how app functionality will work with that loop
- (1) Continue to look up assets that we can use for this project
 - As a developer, I would like some nice assets to make our game look more attractive.
- 1. Google and look up usable and free sprites that relate to our project (1 hour)

Team Roles:

Aaron Rodden: Product Owner {Developer}

Maverick Ho: Developer

Robert Bergeron: Developer

Eric Huang: Developer

Sean Chen: {Scrum Master} Developer

Initial Task Assignment:

Aaron Rodden: Create the Android Studio Skeleton

Maverick Ho: Google Maps API

Robert Bergeron: Google Maps API

Eric Huang: Create the Android Studio Skeleton

Sean Chen: Firebase

Initial Scrum Board: On Trello**Scrum Times:**

Wednesday 5:30pm - 6:00pm

Tuesday 1:15pm - 2:30pm

Monday 6:00pm - 7:00pm