

Release Summary

Who's Next

The Eliminators

6/4/23

Key user stories and acceptance criteria:

User Story	Story Points (Scale 1-5, easiest to hardest)
I am a user of Who's Next, I want to log into the app, so I can track my progress.	4
I am a user, I want to create a match, so that I can play the game.	5
I am a user, I want to join a match, so I can play the game.	4
I am a user, I want to be able to view my target, so that I know who to eliminate.	4
I am a user, I want to access my profile settings, so that I can change my app/user settings.	2
I am a user and I want to know the rules of the match I am a member of so I can play the game correctly	2
I am a user, I want to be able to login to the app so that my user preferences and matches are synced across devices	4
I am a user of Who's Next, I want to eliminate a player, so that I can gain pointss	5
I am a user, and I want to be able to win a match, so that I can win the game.	4

I am a user, I want to access the leaderboard, so that I can see who's in the match.	4
I am a user, I want to save a picture of myself, so that the person who's eliminating me knows what I look like.	5

List the major bugs (you can reference your Test Report), omissions (missing functionality, edge cases that are not handled), design shortcuts (e.g. hard coded data), etc.

Known Problems:

- Major Bugs and Issues:
 - Being offline while using the app will likely break the app in many places.
 - Logging in while offline will give you default user data
 - Will infinitely wait trying to fetch from a database it can't access to as it is offline
 - player name becomes null when game starts, name comes up when press eliminate (maybe)
 - Likely has something to do with how firebase splits up the database into Firestore for relational tables and storage for large files like images. It's very possible that both need to be wiped and it will work.⁴
 - Flickering info on user home caused by heavily redundant network calls
 - Flashing of error (caused by null widget) on the user home when match ends.
 - Local profile information does not update locally until refreshing
 - Firebase profile data is updated whenever profile preferences change at all, rather than when edit is finished
 - If a user has the app open on two devices at the same time information (profile settings, list of games, etc.) will not be synced between them and will only be updated when logging out and logging back in.
 - Deployed version of the app fails to authenticate user from logging in and therefore never makes it past the login screen.
- Omissions
 - Timer for full game and respawn time
 - Customized group names
 - Leaving a match
 - Accessibility options for the color blind
 - Viewing other people's profiles
 - Sign in through Apple
 - Deploying the app as a PWA
- Design Shortcuts
 - Hard coded size of user information and reading in the user's name from their Google account

- User must use a google account, which avoided our need to be able to create accounts, allow for password change

Product backlog and potential bug fixes:

- Flashing of error on user home is likely caused by the user's target being null.
- “I am a colorblind user, and I want to be able to differentiate visual elements of the app, so that I can better perceive the interface.”
- “I am a user, and I want to be able to respawn on a timer, so that I can keep playing the game after being eliminated.”
- “I am a user, I want to be able to name my match, so that I can have a personalized experience.”
- Save last opened match
- Map of eliminations
- Video proof upload
- Viewing other user’s profile pages
- Host ability to settle elimination disputes
- send notification to a player when they’re eliminated
- Fix the firebase for MacOS & IOS
- Leaving a match
- Join game when already started