**Product Backlog**

1. Things to Learn

* Learn React Native for frontend and Go for backend. [Story points: 1]
* Familiarize self with Google Firebase [Story points: 1]
* some of the API’s needed for the application [Story points: 1]
  + (Google Maps, Weather, etc.)

1. Main Menu

* Create ability for user to input a username [Story points: 1]
* Request permission for location data [Story points: 1]
* show current location on a map on the main menu page [Story points: 2]
* Implement weather REST-API to show current weather [Story points: 2]
* Create bottom buttons to start a new game or

join an existing one [Story points: 1]

1. New Game/Join Game

* Use Firebase as a database for users

of current session [Story points: 2]

* Create ability for users to host a new

game with a name/password [Story points: 2]

* Other users can join that game by finding the name and entering the correct password to join [Story points: 2]

1. Lobby screen

* Players can select if they want to be a seeker/hider [Story points: 1]
* Creator can drag and drop other players to

seeker/hiders [Story points: 2]

* Creator of the game hits start game [Story points: 2]
* Everyone else in the game ready’s up [Story points: 1]

1. Game play screen

* Different screens for the seeker and hiders:
* Seeker screen
  + Shows just the seeker on the map [Story points: 1]
  + Timer for the current game [Story points: 1]
  + Gets hints from the hiders (hiders location) [Story points: 3]
  + indicator how many people are left [Story points: 1]
* Hider screen
  + Shows just the hider on the map [Story points: 1]
  + Timer for the current game [Story points: 1]
  + Gives out hints to the seeker(other hiders location) [Story points: 3]
  + Indicator how many people are left [Story points: 1]

1. Summary screen

* Different screens for the seeker and hider:
* Seeker summary screen
  + Shows username and seeker [Story points: 1]
  + winner/loser [Story points: 1]
  + How many you found [Story points: 1]
  + Time seeking [Story points: 1]
  + Time hider [Story points: 1]
  + Steps taken [Story points: 1]
* Hider summary screen
  + Shows username and hider [Story points: 1]
  + winner/loser [Story points: 1]
  + Players still hidden [Story points: 1]
  + Time hiding [Story points: 1]
  + Steps taken [Story points: 1]

1. Final summary screen

* Legend to show all players [Story points: 1]
* The paths that the players walked [Story points: 3]