**Sprint Backlog**

(if things are not completed during current sprint they get pushed to the next sprint)

**Sprint 1** Total stories points for this sprint = 12

* Things to Learn
  + Learn React Native for frontend and firebase/expressjs

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.)
* 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: 3]

* + 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]

**Sprint 2** Total stories for this sprint = 24

* New Game/Join Game
  + Use Firebase as a database for users of

current session [Story points: 3]

* + 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]
* 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: 1]
  + Everyone else in the game ready’s up [Story points: 2]
* 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: 2]

* + - Indicator how many people are left [Story points: 1]

**Sprint 3** Total stories points for the sprint = 36

* 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: 2]
  + 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: 2]
* Final summary screen
  + Legend to show all players [Story points: 1]
  + The paths that the players walked [Story points: 3]
* Main Menu
  + - * Implement weather REST-API to show

current weather [Story points: 2]

* 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: 1]
  + Everyone else in the game ready’s up [Story points: 2]
* 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: 2]

* + - Indicator how many people are left [Story points: 1]