**Product Backlog**

Story scale: 0-5

1. Things to Learn

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

1. Main Menu

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

1. New Game/Join Game

* Use Firebase as a database for users of current session [User story: 2]
* Create ability for users to host a new game with a name/password [User story: 2]
* Other users can join that game by finding the name and entering the correct password to join [User story: 2]

1. Lobby screen

* Players can select if they want to be a seeker/hider [User story: 1]
* Creator can drag and drop other players to seeker/hiders [User story: 2]
* Creator of the game hits start game [User story: 2]
* Everyone else in the game ready’s up [User story: 1]

1. Game play screen

* Different screens for the seeker and hiders [User story: 6]
* Seeker screen
  + Shows just the seeker on the map [User story: 1]
  + Timer for the current game [User story: 1]
  + Gets hints from the hiders (hiders location) [User story: 3]
  + Indicator how many people are left [User story: 1]
* Hider screen
  + Shows just the hider on the map [User story: 1]
  + Timer for the current game [User story: 1]
  + Gives out hints to the seeker(other hiders location) [User story: 3]
  + Indicator how many people are left [User story: 1]

1. Summary screen

* Different screens for the seeker and hider [User story: 6]
* Seeker summary screen
  + Shows username and seeker [User story: 1]
  + winner/loser [User story: 1]
  + How many you found [User story: 1]
  + Time seeking [User story: 1]
  + Time hider [User story: 1]
  + Steps taken [User story: 1]
* Hider summary screen
  + Shows username and hider [User story: 1]
  + winner/loser [User story: 1]
  + Players still hidden [User story: 1]
  + Time hiding [User story: 1]
  + Steps taken [User story: 1]

1. Final summary screen

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