

Sprint Report #5

Team Overview

Name

Crowd Control

Members

Johnathan Ackerman, Daniel Andrus, Charles Bonn, Evan Hammer, Joseph Mowry

Project Title

Crowd Control - Group Management Mobile Application

Company

Bowtaps

Backlog

The following items/features were assigned at the beginning of the sprint, and worked on throughout its duration. It is broken down by week as such:

Week 1

- Android
 - Messaging
 - * Messages now include the names of the sender
 - * Leader can now kick or promote members
 - * Messages now load per group from parse
 - Group Management Tools
 - * Leader can now kick a member
 - * Leader can now promote a member
 - GPS (TODO)
 - * TODO
- Cloud Code (TODO)
 - (TODO)

Week 2

- Android
 - fixed leader bug, now leader loads properly
 - broke ground for notification system

- * created tab system for invites and accepts
- * created fragments for invite and confirm
- * created model for notification system
- * items can be transferred from the invite fragment to the confirm fragment
- Option Menu's added
 - * group join now has an option menu
 - * settings activity moved to option menu
 - * Group name can be changed in option menu
 - * option menu is different if you are a group leader
 - * option menu leads to invite system
 - * option menu leads to blank notification page
- Reformatted settings activity
 - * now displays and can change display name
 - * displays a current group if in one
 - * has a finish button for clarity
- Cloud code
 - Safe group operations(leaving/joining group)

Week 3

- Android
 - Integration Testing
 - Start Alpha Testing
- Cloud Code
 - test join and leave functionality

Deliverables

During this sprint, these are the items/features from the backlog that were successfully achieved:

- Android
 1. Group Messaging
 - (a) Discovered and removed a bug
 2. Location
 - (a) Moved remote functionality to model manager
 - (b) Updated location model to reflect changes
 - (c) Caching objects
 3. App Appearance
 - (a) Reformatted the entire theme of the app (all pages are based of the same theme now - no more custom themes per page)
 - (b) Added a tool bar to the group join page/ removed settings button (now in tool bar)
 - (c) Group Information Page

- i. Added a group leader display
 - ii. Added padding to appearance of display and modified text sizes
 - iii. Displays all group members
 - iv. Displays Dialog box if user attempts to leave the group
- Server (cloud code)
 - 1. Join function
 - 2. Leave function
- Misc/Transitional
 - 1. Business Plan revised and submitted to The Governor's Giant Vision Competition
 - 2. Finalist for The Governor's Giant Vision Competition
 - 3. Some of the overall Senior Design Doc has been touched up

Issues and Changes

Some issues that we encountered include:

- Android
 - Issues
 - * Another bug came up in messaging which took precious time from other parts of the sprint
 - Changes
 - * Many code related things were pushed to later in the sprint
- Server (cloud code)
 - Issues
 - * Unable to do proper stress tests
 - * Unrepeatable errors popped up (could have been a network error)
 - Changes
 - * added more functions
 - * more comments.

This is no excuse, but the team was seriously hindered by the amount of other responsibilities due during this sprint.

Remaining Backlog

The following items/features remain either incomplete or need improvement for this sprint, and will carry onto the next sprint:

- Android
 - Messaging still needs an appearance update for usability
- Cloud Code
 - Testing on Group Functions.
 - Completing Join and Leave functions

Team Details

Here are some auxiliary details about our work-flow and division of responsibilities, during the sprint:

The team focused heavily the first week on the Business Plan.

For week two of the sprint, very little was accomplished due to other responsibilities

Week three: Johnny was able to get many little things in the app to display better, such as more information on the group page. Joe put a lot of work into the theme and got custom pictures displaying in the tabs bar for groups. Evan got the map to function properly with syncing. Dan was able to finally fix the messaging bug. Nicks loud code was created to have safe group alteration functions such as joining and leaving groups.