

Winter Sprint

Team Overview

Name

CrowdControl

Members

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

Project Title

CrowdControl - Group Management Mobile Application

Company

Bowtaps

Deliverables

- iOS
 1. Login/Logout
 - (a) Improved login/signup screens
 - (b) Logout feature added
 2. Settings
 - (a) Settings screen implemented
 - (b) Logout functionality nested in the Settings screen
 3. Groups
 - (a) Leaving/Joining a group implemented
 - (b) Basic group operations
 - (c) Detect if users are in a group
- Android
 1. Login
 - (a) Automatic login on startup (from datastore)
 - (b) Login to existing account via email address
 2. Settings
 - (a) Page layout created and linked from GroupJoin page
 - (b) Logout functionality implemented
 3. Groups

- (a) Leave button implemented
- (b) Tested adding/removing users from groups
- Misc/Transitional
 1. Further documented Android code to prepare for team merge
 2. Android code review with iOS team, to prepare for team merge

Remaining Backlog

Here are the incomplete items/features for this sprint:

- Android
 - Messaging (Sinch API)
 - GPS Location (backend models)
 - Persistent groups through local datastore
- iOS
 - Messaging (Sinch API)

Successes

- Android
 - Login through email
 - Settings page (layout and implementation)
 - Local Datastore (individual automatic login)
- iOS
 - Login/Logout
 - Settings page (layout and implementation)
 - Group functionality written

Issues and Changes

Some issues that we encountered include:

- Android
 - Issues
 - * Tried to manually create queries in the Parse API. We were unaware of built-in methods to accomplish the tasks. This set us back a bit.

- * Encountered NullPointerException in the UserModel model. Had to change the structure to use an application global variable.
- Changes
 - * Further development on Settings is now added to the backlog
 - * Sign out functionality is now added to the backlog
 - * Leave Group functionality is now added to the backlog
- iOS
 - Issues
 - * Unexpected complications with database design
 - * Layout complications
 - * Issues with the underlying data models
 - * Parallel programming complications
- Misc/Transitional
 - iOS development will be postponed, in favor of an Android prototype. This is to ensure that Android will meet expectations for the design fair.
 - Team communication and long-distance coordination was difficult.
 - Holidays and vacations impeded our ability to be productive.

Team Details

Our team fell behind in the first semester, and in an effort to mitigate this, we allocated work towards the Winter Sprint. From here, unsatisfactory progress was still met, and we decided on another large refactor.

For the remainder of our project development, the iOS team will halt development and assist the Android team, so that Bowtaps can guarantee a satisfactory product for the design fair in Spring 2016.

Finally, to hopefully achieve better group management, we have elected Daniel Andrus to serve as acting Scrum Master.