# Sprint Report #3

### **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** 

# **Work Summary**

- iOS
  - 1. Login
    - (a) Create User
    - (b) Facebook integration
  - 2. Mapping
  - 3. Working on Join Group
- Android
  - 1. Login
    - (a) Create User
    - (b) Facebook integration
  - 2. Mapping
  - 3. Working on Join Group
- Server
  - 1. Fixed Connection Issues
  - 2. User Connections Created

### **Backlog**

- Messaging API
- Join Group Implementation
- Cloud Code
  - 1. Group Clean Up
  - 2. User Information Links
- Business Plan
  - 1. South Dakota Giant Vision
  - 2. SDSM&T Business Plan Competition

#### Success

Successes have been group team work towards the business plan competitions on the business side. On the development side was recreating some of the database to increase efficiency with parse. Logging in has been connected to Facebook accounts.

### **Issues and Changes**

Some issues that have been ran into have been

- Public/Private key passing for increased security
- Server connection issues from table to table with group creation
- Changes in the database schema
- GUI updates to more modern standards.

#### **Team Details**

With business plan competitions, and the end of the semester, we have all been busy. We have come together to fix issues that where not planned for in the beginning, and furthered development of features in general.

The business plan and business plan competition are coming along well, and allowing us to focus more on the primary goals of the direction of the company, as well as development of Crowd Control.