

Sprint Report #1

Team Overview

Name

CrowdControl

Members

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

Project Title

CrowdControl Group Mananagement Moble Application

Company

Bowtaps

Customer Overview

Customer Description

BowTaps is a start up company based out of Rapid City, SD. BowTaps plans on having their inital market presence with the mobile application CrowdControl.

Customer Problem

The design, creationand marketing of the mobile application CrowdControl along with the creation of the company BowTaps.

Customer

- Gps mapping of Members in the group
- Integrated group messaging
- Group management features (add/remove members)
- Intuitive UI
- Product testing
- Marketing plan and stragities
- Buessness plan
- End-user Documentation

Project Overview

The creation of CrowdControl, a mobile application on android and IOS platforms for group management.

Phase 1

The design of the database and the basic design of the user interface.

Project Environment

Project Boundaries

- CrowdControl will be a free app available for download on the android and ios marketplaces.
- The product will be coded in java (android) , swift (ios), and parse (backend server).
- Source code will be kept in a GitHub repo.
- CrowdControl will be planned on release by summer of 2016.

Project Context

- There will be 2 versions of the application (one for ios and one for android)
- CrowdControl will access a parse server
- CrowdControl will access GPS information

Deliverables

Phase 1

Deliverables will be UX design, Data basedesign and implimentation.

Backlog

Phase 1

- Design UX
 1. Create groups
 2. Leave Groups
 3. Group Messaging
 4. Start page
- Database

1. Design Database Schema
 2. Impliment Database on Parse
- Design Application Layers (MVC)
 - Set Up Git Repo

Sprint Report

Work for this sprint included:

- Designs for Create Group
- Design for Leave Group
- Design for Group Messaging
- Design for Start Page
- Design for Database Schema
- Database implimentation
- Git Repo Initalization