

# Sprint Report #2

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## Team Overview

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### Name

Crowd Control

### Members

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

### Project Title

Crowd Control Group Management Mobile Application

### Company

Bowtaps

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## Work Summary

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- Code UX
  1. Map Screen
  2. Group info Screen
  3. Group Messaging
  4. Start page
  5. Group Info UI
- Model
  1. User Model
  2. Communication layer
- Research on public/private key passing

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## Backlog

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- Code UX
  1. Mapping features
  2. Messaging UI
- Model

1. User Model
  2. Communication Layer
  3. Link back-end and front end
- Implement Cloud code
  - Business Plan

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## Successes

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Successes have been jumps in the code progress. Testing has been going well and progress has been made towards the end goal.

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## Issues and Changes

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Some issues that have been ran into have been

- Public/Private key passing for increased security
- Differences between iOS and android coding standards not allowing for similar looks between operating systems.
- Testing of mapping features

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## Team Details

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The team is going strong. With a busy semester, not all meeting times have worked out. But with a hard drive, we are working towards our goal of creating an app and starting our own business. We are still currently meeting with advisors to better our business plan and create marketing plans.