Sprint 4

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

- Android

  1. Group Messaging
     - (a) Created a Layout
     - (b) Used Sinch code to create a service
     - (c) Implemented group messaging
  2. Location
     - (a) Page layout created and linked from GroupJoin page
     - (b) MapFragment has buttons for homing and syncing group locations
     - (c) Retrieving the user's location on instantiation of the MapFragment
  3. Group update service
     - (a) Checks for updates in near real-time
     - (b) Updates group settings when changed
     - (c) Updates group members if someone leaves or joins

- Server (cloud code)

  1. Functional Group update indicator
  2. Join group function
  3. Leave group function

- Misc/Transitional

  1. Business Plan

Remaining Backlog

Here are the incomplete items/features for this sprint:

- Android

  - Group messaging unit tests
  - GPS Location unit tests

- Cloud Code

  - Testing on Group Functions.

Successes

- Android

  - Group messaging is working with no known bugs
  - User and group locations implemented
  - Groups now sync when changes are made

- Server (cloud code)

  - TODO

Issues and Changes

Some issues that we encountered include:

- Android

  - Issues

    * TODO

  - Changes

    * Added group update service - was not part of original backlog
    * Added user location homing on MapFragment - was not part of original backlog

- Server (cloud code)

  - Issues

    * Cloud functions improperly writing data.

  - Changes

    * Added join and leave cloud functions to backlog

Team Details

Dan and Johnny started off Sprint 4 by working on messaging-related features, while Joe and Evan worked on GPS and map features. Nick focused on the business plan, updating the existing documentation to use the updated layout, and was tasked with installing the Fabric SDK.

For week two of the sprint, Johnny focused on group messaging. Dan and Nick also worked together on cloud code, targeting the leaving/joining groups, and a group update service in Android. Evan wrote a LocationManager class and stubbed out methods, that Joe wrote an interface for and made a UI for in the MapFragment.

Week three continued with Joe and Evan working on various location features, while Dan and Johnny worked on the update service and messaging features respectively. Nick focused on cloud code and business plan/documentation writing.