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. Location

     (a) Model to hold the location with to and from fields

     (b) Fetches location that are meant for the user

  2. Groups

     (a) Join and leave a group

     (b) Automatically join current group on app launch

  3. Other Thing

     (a) Stuff

- 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

- Server (TODO)

- 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

    - GPS Location (getting current location from device/saving to parse)
    - Make use of the local datastore

Successes

- Android

    - Login through email
    - Settings page (layout and implementation)
    - Local Datastore (individual automatic login)

- iOS

    - Location Model
    - Fetching locations for map
    - Finding current user's group
    - Launching the app back into the current group
    - Joining and Leaving a group

Issues and Changes

Some issues that have been ran into have been

- 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 on time.
* 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

* TODO

– Changes

* Currently halting development of iOS and will be returning at a later date.

- 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 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.