

Sprint Report #5

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

Backlog

The following items/features were assigned at the beginning of the sprint, and worked on throughout its duration. It is broken down by week as such:

Week 1

- Android
 - Messaging
 - * Messages now include the names of the sender
 - * Leader can now kick or promote members
 - * Messages now load per group from parse
 - Group Management Tools
 - * Leader can now kick a member
 - * Leader can now promote a member
 - GPS (TODO)
 - * TODO
- Cloud Code (TODO)
 - (TODO)

Week 2

- Android
 - fixed leader bug, now leader loads properly
 - broke ground for notification system

- * created tab system for invites and accepts
- * created fragments for invite and confirm
- * created model for notification system
- * items can be transferred from the invite fragment to the confirm fragment
- Option Menu's added
 - * group join now has an option menu
 - * settings activity moved to option menu
 - * Group name can be changed in option menu
 - * option menu is different if you are a group leader
 - * option menu leads to invite system
 - * option menu leads to blank notification page
- Reformatted settings activity
 - * now displays and can change display name
 - * displays a current group if in one
 - * added a finish button for clarity
- Cloud code
 - Safe group operations(leaving/joining group)

Week 3

- Giant Vision Competition
 - demonstrated the project and started collecting users for beta

Deliverables

During this sprint, these are the items/features from the backlog that were successfully achieved:

- Android
 1. Group Messaging
 - (a) Messages now include the names of the sender
 - (b) Leader can now kick or promote members
 - (c) Messages now load per group from parse
 2. broke ground for notification system
 - created tab system for invites and accepts
 - created fragments for invite and confirm
 - created model for notification system
 - items can be transferred from the invite fragment to the confirm fragment
 3. Group Management Tools
 - Leader can now kick a member
 - Leader can now promote a member
 - fixed leader bug, now leader loads properly
 4. Location (TODO)

- (a) (TODO)
- 5. Server (cloud code) (TODO)
 - (a) (TODO)

Issues and Changes

Some issues that we encountered include:

- Android
 - Issues
 - * Unable to get notifications done
 - * Facebook log-in problem with library
- Server (cloud code)
 - Issues
 - * (TODO)
 - Changes
 - * (TODO)

Remaining Backlog

The following items/features remain either incomplete or need improvement for this sprint, and will carry onto the next sprint:

- Android
 - Facebook and Twitter log-in
 - Notification and invite system incomplete
 - (TODO)
- Cloud Code (TODO)
 - (TODO)

Team Details

Here are some auxiliary details about our work-flow and division of responsibilities, during the sprint:

During the first week, Dan got messaging loading conversations for groups, and Johnny made the interface more friendly by adding the names of who sent a message. (TODO)

During week two, Johnny made menu's acceptable site wide after log in, as well as finishing up leader commands after Dan solved the leader load issue. (TODO)

Week three: The team went to the Giant Vision competition. We didn't place, but we made many good contacts. We also got to see people's opinion about Crowd Control during the demo's as well as getting people to sign up for the beta. (TODO)