

Sprint Plannings / Weekly Reviews

Feb 08 Meeting

Week 06 Planning:

Alex: started working on create account and login

Amirul: Started working on storyboard sequences

Hannan: start & finish CRC cards

Matthew: Start Project Backlog and Github project board

Paul: help with CRC cards

Feb 15 Meeting

Week 06 Review:

Alex: create account and login done

Amirul: Completed storyboard sequences

Hannan: completed CRC cards

Matthew: Started Project Backlog and Github project board

Paul: completed CRC cards

Week 07 Planning:

Alex: Connect the app to the database

Amirul: Started to work on multiple UI layouts

Hannan: start the UML design

Kin: start mainscreen activity layout UML

Matthew: Create the project and start on the UI

Paul: help with the database

Mar 01 Meeting

Week 07 Review:

Alex: database connected

Amirul: Still working on multiple UI layouts

Hannan: created base of UML based on CRC cards

Kin: created UML design, started working on Scanner

Matthew: Created the project and start on the UI

Paul: helped with the database

Week 08 Planning:

Alex: work on QRcode and Player class save and update database

Amirul: Continued working on UI layouts

Hannan: update UML, Guest class

Kin: Make QRCode scanner prototype

Matthew: Create most of the base classes needed for the project (Player, Qr Code, Admin, etc)

Paul: help with the player and QRcode database save update

Mar 08 Meeting

Week 08 Review:

Alex: QRcode and Player class save and update database done

Amirul: Worked on implementing score system, worked more on UI layouts

Hannan: continued updating UML based on new code

Kin: Finished QRCode scanner prototype, waiting to implement this feature into the app

Matthew: Created most of the base classes needed for the project (Player, Qr Code, Admin, etc)

Paul: helped with the player and QRcode database save update

Week 09 Planning:

Alex: work on Scoring system for players, some UI updated

Amirul: Further changes made to UI layouts updated product backlog

Hannan: complete UML, Admin & Guest classes

Kin: Begin Login with QR code, Scanning QR and to create QRCode object, Begin adding QRCode to account

Matthew: Implement the map for QR codes

Paul: help Scoring system for players

Mar15 Meeting

Week 09 Review:

Alex: Scoring system complete

Amirul: no new tasks completed

Hannan: completed UML, added/fixed comments, updated Player class

Kin: Implemented basic features on myqrcodescreen activity, check for camera permission, Implemented QRCode scanner to the project, Finish creating QRCode object when scanned a QRCode, Fixed score calculation scheme, Add image from camera / gallery

Matthew: Implemented the map for QR codes, improved on the base classes, generating login and info qr codes completed, completed logging in with qr code and worked on syncing the player account across the pages (including their data in the player profile)

Paul:

Week 10 Planning:

Alex: work on ranking system for players

Amirul: worked on tweaking UI layouts

Hannan: Admin class, update UML

Kin: Document / testing

Matthew: Implement the new login requirements

Paul: help with ranking

Mar 22 Meeting

Week 10 Review:

Alex: ranking system done, EditPlayerProfile, BrowseQRCode, Player, QRCode

Amirul: no tasks completed

Hannan: no tasks completed

Kin: EditQRCode (query database), Database Storage for QRCode, Image upload

Matthew: Almost completed the new login requirements (with QRCode)

Paul: helped with ranking, Unit Tests, Navigation

Week 11 Planning:

Alex: Features that are related to comments, UI Mockups update

Amirul: started looking into search option for players

Hannan: GitHub Wiki, Product Backlog refinement, UML update

Kin: Browse QRCode, ability to add/delete comments, scan already scanned QRCode

Matthew: Complete new login requirements, give admins access to delete players and view player accounts

Paul: Features that are related to scoring and ranking

Mar 29 Meeting

Week 11 Review:

Alex: many bugs fixed, unique ID and nickname for players

Amirul: finished working on search bar for players

Hannan: GitHub Wiki, Product Backlog refinement, updated the UML based on code changes

Kin: Finished browseQrCode, add qr comment, delete qr comment, scan already scanned qr, rename qr.

Matthew: Completed new login requirements, completed admins access to delete players and completed view player accounts. Also started and completed sign out, and location selection for the qr codes.

Paul: review the score and ranking system

Week 12 Planning:

Alex: Redo the UI mockups, refined the UI

Amirul: Worked on admin privileges for deleting QR codes, further UI changes, setting theme for UI, finalizing Storyboard sequences

Hannan: maintain Product Backlog & GitHub issues, finish Wiki, finish UML, review CRC Cards, review Unit/Intent Tests

Kin: cleanup code/refactor/comments

Matthew: Improve the map, help Amirul with admin privileges, allow the player to see the owners of a qr code, double check and implement any missing requirements.

Paul: Unit test and Intent test