

Sprint Backlog

Setup for this Project

- Visual Studio 2022 was used for this project.
- Pull down this project from GitHub and run it.
 - o The local database is located under ScavengeRUS>ScavengeRUS.db
- You will need SQLite to open this database. You can download it at:
<https://sqlitebrowser.org/dl/>

Team Members of Team B.O.B.

- **Caleb Rains** *Product Owner*
- **Michael Ng** *Scrum Master*
- **Charles Kinser** *Developer*
- **Jacob Klucher** *Developer*
- **Steven Errett** *Developer*
- **Kincaid Young** *Developer*

Planned Sprint Goals

- Sprint 1
 - o Get the previous semester's code working on everyone's Visual Studio.
 - o Attempt deployment to a Virtual Machine.
- Sprint 2
 - o Add player functionality.
 - o Complete hunts, with tasks being completable.
- Sprint 3
 - o QR code API
 - o Geolocation API
- Sprint 4
 - o ...