# Sprint Backlog

## Setup for this Project

* Visual Studio 2022 was used for this project.
* Pull down this project from GitHub and run it.
  + 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
  + Get the previous semester’s code working on everyone’s Visual Studio.
  + Attempt deployment to a Virtual Machine.
* Sprint 2
  + Add player functionality.
  + Complete hunts, with tasks being completable.
* Sprint 3
  + QR code API
  + Geolocation API
* Sprint 4
  + …