

SlugDex

Team name: The Slug Surveyors

Team Members:

- Kyle Lim - Product Owner
- Troy Schultz - Initial SCRUM Master
- Jonathan Aguirre
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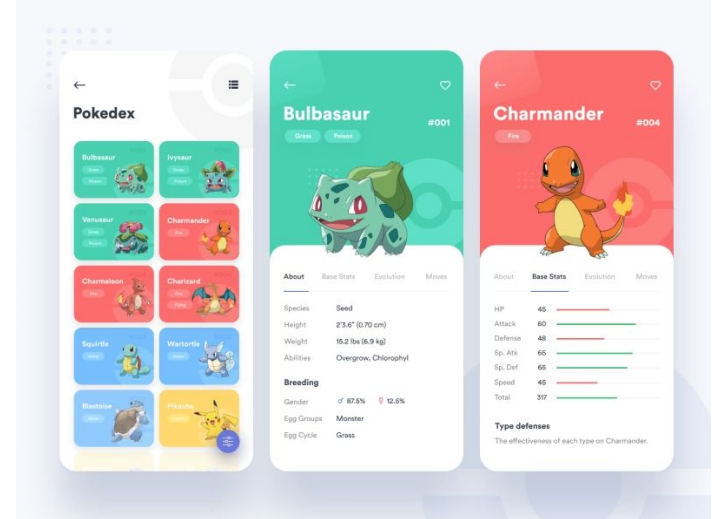
SlugDex



Have you ever wondered if
you've seen all that campus
has to offer?...

Have you ever played
Pokemon GO?..

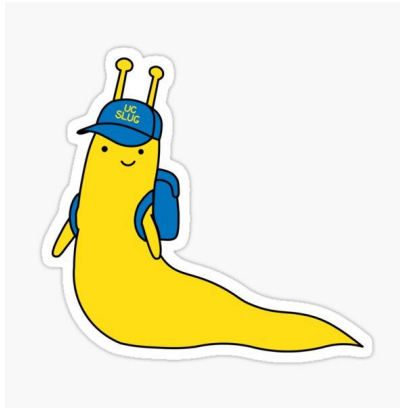
**Discover and learn about
iconic locations around
campus with SlugDex!**



SlugDex

Who Is This Application For?

- Prospective UCSC Students
- New UCSC Students
- Or anyone that is interested in exploring and learning more about the beautiful UCSC campus!



SlugDex

Why?

- Gaining familiarity with the layout of the campus
- Discovering new locations around the campus that you may have not known about
- Learning more about the history of UCSC

Project Scope

Goals:

- Guide users to discover locations around campus
- Allow users to view information about locations, based on if found
- Show user progress and leaderboards to incentivize exploration
- Update and add new locations
- Store user profile and statistics

Sprint 1

Story 1: Show the user on a map

- As a player, I want to see my live location on a map so that I can see how close I am to a target location.

Story 2: Create entry data

- As a player, I want to have entries that contain information about a location so that I can learn and discover facts about campus.

Story 3: Display entry data

- As a player, I want to see entries in a thoughtful way so that I can discover information about it.

Story 4: Hint about finding entry

- As a player, I want a picture or map-related hint so that I can more easily discover this entry.

Story 5: Discover target locations

- As a player, I want to mark locations as found so that I can view the entry corresponding to it and collect it.

Sprint 1

Spikes:

- Learning Dart
- Learning the Flutter framework
- Creating a reliable development environment
- Finding the best way to perform real-world testing for our application

Sprint 1

Infrastructure Tasks:

- Downloading Flutter framework and it's dependencies
- Setting up a development environment in VSCode
- Setting up IOS and Android Emulators

Sprint 2

Story 1: Record & Track Player Statistics

- As a player, I want to have my statistics tracked so that my progress can be measured and compared.

Story 2: Create Database to store Entry Data

- As a developer, I would like a database that holds all locations with necessary attributes so that I can easily add/update locations.

Story 3: Store Progress with User Info

- As a player, I want others to see my progress and information so that I can be proud of my continued usage.

Story 4: Update map with new entries

- As a developer, I want all locations to be refreshed upon opening the app so that any new ones added or updated are shown to the apps users.

Story 5: Add User Authentication

- As a user, I want my information to be stored online so that I can save and share my progress.

Sprint 2

Spikes:

- Learning Firebase
- User authentication process
- Deciding on measurement of progress

Infrastructure Tasks:

- Set up a database using Firebase

Sprint 3

Story 1: Create a User Profile in App

- As a player, I want to create a profile so that I can associate my progress and statistics with it.

Story 2: Simplify and refine user interface

- As a player, I want a fluid user interface that is refined and intuitive.

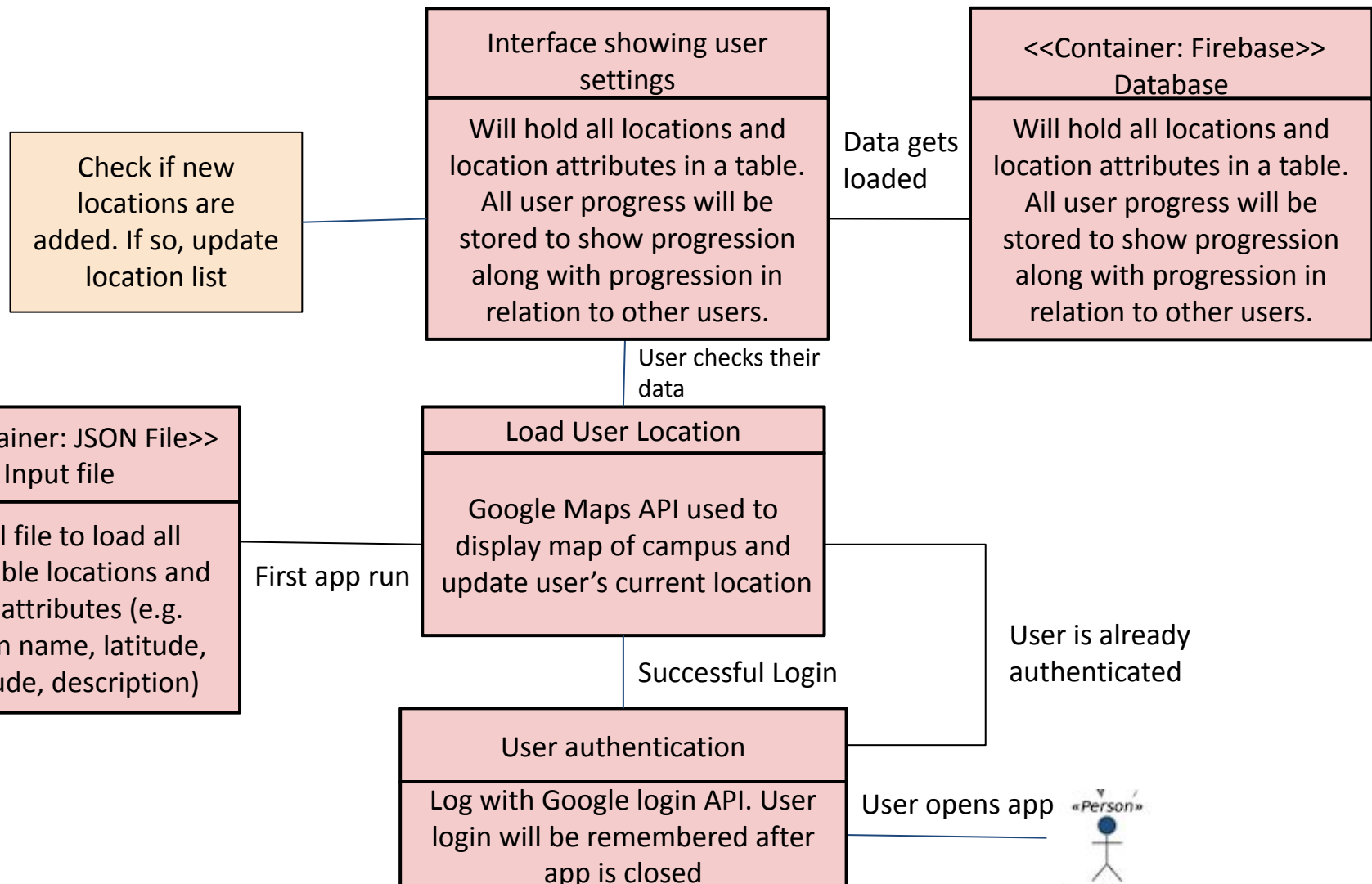
Story 3: Create Unique Entry Art

- As a player, I want to see a simplified representation of an Entry so that I can differentiate it and recognize it from others

Story 4: Create Stylized Map Art

- As a player, I want to reference a simplified and themed map so that I can better understand where to find Entries

Architecture



Technologies

- Dart and JSON files to store data
- Firebase Database to store locations and user progress
- Flutter app framework for cross platform development
- Android Studio and VS Code environment



Challenges/Risks

- Learning new technologies: Dart, Flutter, Firebase
- Large scale code collaboration and version control
- User adoption /advertisement
- IOS development and Store restrictions

Minimum Viable Product (MVP)

Allow players to discover locations on campus:

- Location on map
- Process to mark locations as found

Show players information about those locations:

- Name, Description and Map Data
- UI to navigate different locations