Design phase

1. The goal of the app is to play beach tennis via Bluetooth between two phones. We will use the accelerometer to detect a swing and the magnetometer + accelerometer to know where the ball was send and sent from.
2. The resources needed is two android phones with the needed sensors and a computer to program the application.
3. User management (register, display on leader board etc), Bluetooth connection, sensors (parsing the data).
4. User interface: Pontus Knutsson, Bluetooth: Oskar Georgsson, Sensors: Linus Håkansson. These are our main areas but we will still work together on the different tasks.
   * Sprint 1
     + Work on UI. Owner: Pontus Knutsson.
     + Start reading about Bluetooth and Firebase. Owner Oskar Georgsson and Linus Håkansson.
   * Sprint 2
     + Implement Bluetooth, send data between the phones. Owner: Oskar Georgsson.
     + Designing the leaderboard. Owner: Pontus Knutsson.
     + Implementing Firebase. Owner: Linus Håkansson.
     + Start on the sensors. Owner: Linus Håkansson (and Pontus Knutsson).
   * Sprint 3
     + Testing. Owner: Everyone.
     + Finish the UI, add data to the Leaderboard, login using Firebase. Owner: Pontus Knutsson and Linus Håkansson.
     + Finishing the sensors. Owner: Linus Håkansson.
     + If needed finishing the Bluetooth part else helping where’s needed. Owner: Oskar Georgsson.