What is your Sprint Goal?

To develop an app that can connect two iPhone and have the distance and direction displayed from one to another, this does not require the implementation of our passive Bluetooth system just the long-range distance detection using Apple’s Core Location library.

Who is the Scrum Master for this Sprint?

Kemper Knauss

What tasks will you complete during this Sprint?

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| --- | --- | --- |
| Task | Owner | Estimated Time to Complete |
| Create a working UI that sends information to the server | **Sravan/ Kemper** | **400 min per person** |
| Finish artwork for main screen and import into UI | **Manovay** | **200 min** |
| Figure out IOS location detection | **Kemper/Vignesh** | **300 min each** |
| Figure out how to import the Apple Core Location library | **Vignesh** | **200 min** |
| Create Game room on server | **Rajat** | **100 min** |
| Join game with other clients using room id | **Rajat** | **300 min** |
| Start sending positions from client to server | **Rajat** | **50 min** |
| Have server send the correct locations to the clients (sending the victims position only) | **Rajat** | **300 min** |
| Build a base app that displays the position of the iPhone every couple seconds | **Sravan/Vignesh** | **50 min per person** |
| Do the math for distance and direction detection | **Vignesh** | **50 min** |
| Implement the client-side calculations for distance and direction detection | **Vignesh** | **200 min** |
| Make the arrow and the distance displayer on the UI | **Sravan** | **300 min** |
| Deploy the final MVP to two iPhone and testing | **Vignesh** | **50 min** |
| Create Join Menu | **Kemper** | **50 min** |
| Create Current Rooms viewer | **Kemper** | **200 min** |