What is your Sprint Goal?

**The sprint goal is to create a completed demo of our product which we can then incorporate into our PowerPoint. The main step that needs to be completed is the killing function, where the client can send a kill packet, and the server verifies this packet and updates the assassin loop. Additionally, we will add some aesthetic features.**

Who is the Scrum Master for this Sprint?

Vignesh Srinivasan

What tasks will you complete during this Sprint?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Task | | | Owner | Estimated Time to Complete |
| On the Join Page Table Display the Room Name | | | **Vignesh** | **50 min** |
| Import Assets for Start Screen | | | **Manovay** | **50 min** |
| Side scripted app that can send its position to the server(python) | | | **Rajat, Vignesh** | **200 min** |
| Implement getting target position when on the specific room detail page. (display side) | | | **Vignesh** | **100 min** |
| Create the display for all games on the server | | | **Vignesh** | **200 min** |
| Bluetooth assassination check | | | **Vignesh, Rajat** | **150 mins**  **+ incremental from TempServerside AssasinationCheck task** |
| GPS assassination check | | | **Rajat Sengupta** | **150 mins** |
| Temp Serverside assassination check – preBluetooth (using stringids) | | | **Rajat** | **60 mins** |
| Assassination package sending/receiving | | | **Rajat** | **60 mins** |
| Implement joining using the server games list | | Vignesh | 100 min | |
| Disappearing kill button and implement distance to target method | Sravan | 50 minutes | | |
| Clean up main page | | Sravan | 100 minutes | |
| Clean up join page | | Sravan | 100 minutes | |
| Get app running on iphone using remote log in | | Manovay | 100 minutes | |
| Arrow implementation in room details | | Sravan | 80 minutes | |
| Hosting the server online and out of local host – azure | Rajat | 50 mins | | |
| Playing the Game | Vignesh Raj, Manovay | 100 min each | | |
| Aesthetic design of victory Screen | Kemper | 50 minutes | | |
| Find a way to display screen after winning | Kemper | 50 minutes | | |
| Create a winner state | Kemper | 50 minutes | | |
| Test error messaging code | Kemper | 50 minutes | | |
| Download and set up test code for Visual Studio Code | Kemper | 100 minutes | | |
| Set up script for demo | Kemper | 50 minutes | | |
| Display dead screen | Kemper | 100 minutes | | |
| Send and receive kill messages | Kemper | 100 minutes | | |