Team GVBandwagon

(Uberish)

Sprint 2 Report

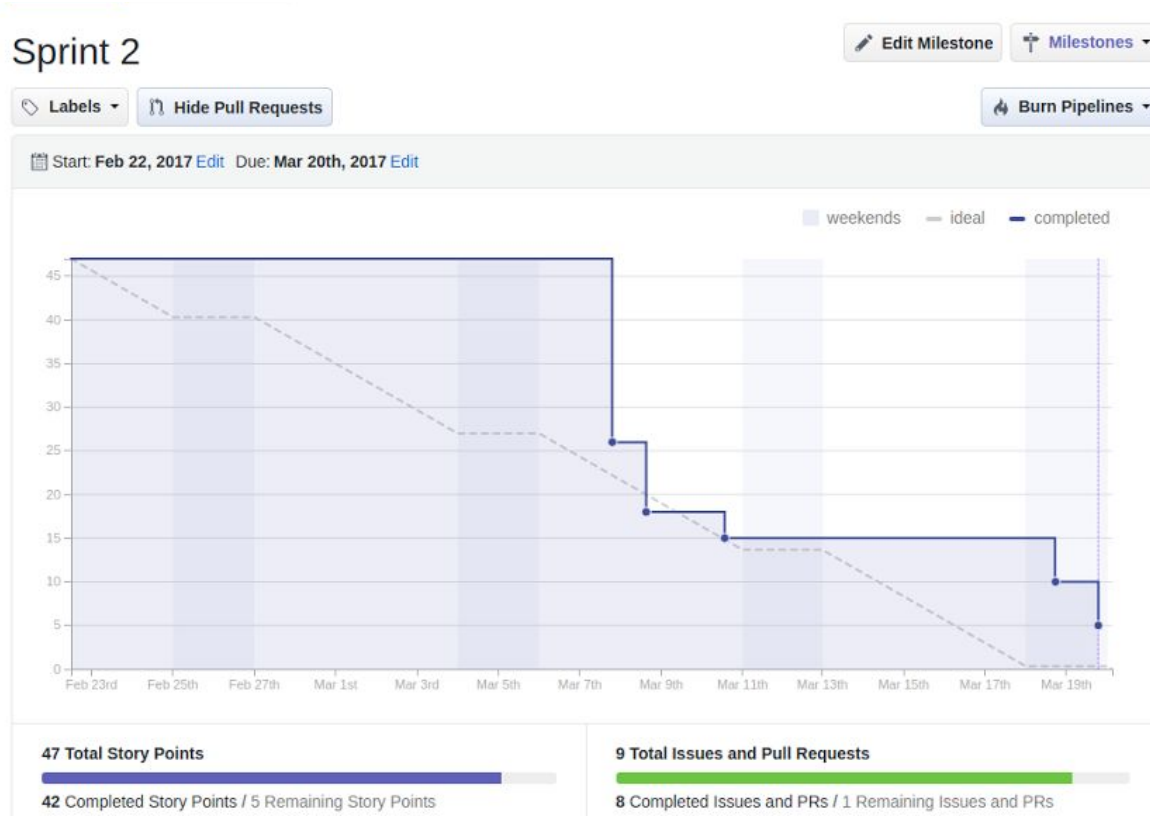Prepared by:

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*Sprint 2 code in "RyanAndNicks" branch

Burndown chart

Sprint 2

Edit Milestone   Milestones ▾

Labels ▾   Hide Pull Requests   Burn Pipelines ▾

Start: **Feb 22, 2017** Edit Due: **Mar 20th, 2017** Edit

weekends — ideal — completed

Feb 23rd Feb 25th Feb 27th Mar 1st Mar 3rd Mar 5th Mar 7th Mar 9th Mar 11th Mar 13th Mar 15th Mar 17th Mar 19th

47 Total Story Points

42 Completed Story Points / 5 Remaining Story Points

9 Total Issues and Pull Requests

8 Completed Issues and PRs / 1 Remaining Issues and PRs

Intended Progress

We had planned on finishing the following things by the end of sprint 2. Meet with someone from the small business development office. Researching the Google Maps API and integrate Google Maps into our app to show the location of the User. Polish the design on all views as a whole. Integrate our Payment system. Research real-time pin locations and set up a system for them. Researching advanced features includes the Google Maps and Real-time Pins. Integrate local notifications. Research custom pin colors and shapes. Research the Terms and Conditions of other companies as well as their privacy policies and then draft our own Terms and Conditions and our own Privacy Policy, and launch our app in the app store.

Reflection

We finished all the above items except launching our app to the app store, implementing our payment system, and our help screen/tutorial which also includes having links to our various policies. We also updated our apps UI to be more user friendly and to have custom colored pins. We have also implemented a pop up window that appears when a user clicks on a pin, the window that opens up has two buttons that allow the user to make two key actions, and they can accept a driver's offer if they are a rider clicking on a Driver's pin. And a Driver clicking on a Rider's ride request pin makes that rider an offer. These pins update in real time so if the Driver starts getting closer to an offered Rider, the rider can actually see that in roughly real-time. The

timers that update the pins lat's and long's fire every 30 seconds so there is a bit of delay but we felt this delay was a good thing to have as the changes missed over 30 seconds may not be incredible and it helps our riders/drivers save battery and data.

Problems Encountered

We had a few Xcode problems including pushing storyboards on git early in the sprint. It takes about a week to get an app approved on the Apple App Store. We had to push the launch of our app back to sprint 3 because we didn't get our app, terms and conditions, or privacy policy checked in in time. Our observers watching for location changes were a nightmare to set up correctly. We really needed to simplify our data structures and how we arrange the database.

Projected Progress

By the next sprint we want to implement our tutorial (finally), get our other menu's functional (trip history, current trip, etc etc), and to have our app launched on the App Store. Then we can integrate some advanced features like having a whitelist or blacklist of users so we do not see their ride requests or offers. We also wish to market our app so we can see it working with other people and collect feedback from users.

Conclusion

We are happy to have completed a ride request and accept on both the driver and rider side with the app open. We ran out of time to get our app published on the App Store so we have to push that back to sprint 3. We have lots of little things to do before the launch or that could be moved to our first update once launched if the feedback from Users is too slow or unhelpful in us brainstorming new features to work on during the next sprint.