# Team GVBandwagon

**(Uberish)**

Sprint 1 Report

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# Burndown Chart


Our chart is overdue partly because we have not been checking off issues as we completed them, and partly due to one large backlog item that we considered complete only a few days ago. In addition our “how it works” section has been delayed since we decided to revamp the UI to include the functionality we had discussed last Monday in your office. In the future we shall be keeping a closer eye on the timeline and the checking off tasks as they are completed.

**Intended Progress**

Up to this point we had hoped to have achieved the following: we wanted to be able to authenticate our users and allow them to sign in and out, allow them to create accounts with required user information, and have the UI and database schema mapped out. We also did a majority of our research for the project during this sprint. Things we needed to research for this project included security of both our users and our apps data, both handled via and within Firebase. We looked into creating some sort of messaging system between the users to ask for and give rides without sharing names and phone numbers. We looked into in app payments and how we could go about implementing them. We also wanted to have a tutorial for the usage of the app ready by the end of this sprint as well.

**Reflection**

Of those items listed above, we have achieved all of them except for the tutorial of the app due to the fact that the UI is being refined, thus preventing an accurate creation of a tutorial from being

made at the end of this sprint. We also were not able to determine where/when to place within the app the necessary buttons to launch the payment portions of the app, the opening of the Venmo URL's that contain things such as specifying who to pay and how much the charge should be. However we have looked into the appropriate API's for Venmo so we can implement this in the appropriate spot once the UI is complete.

In addition to the goals listed above, we were able to begin looking into the Google Maps API. Which allow our users to just share their locations with our app and thus each other to make it easier and more automatic to find and give rides to each other. What makes this rather notable is that this was actually something we did not see ourselves getting to until Sprint Two but we were able to put a few things in place before the deadline of Sprint One drew near. Also to replace the current UIAlerts that pop up to inform the user of certain events taking place, we were able to begin lightly researching local notifications and how we may go about triggering them on users phones as a way of making and accepting/declining ride requests. The local notifications are superior to the UIAlerts because they are resistant to whether or not the phone is open and on the app or not.

**Problems Encountered**

Setbacks to the project so far are few. The introduction to the KGFloatingDrawers open source UI and menus have left us wanting to use them and their more polished menu's instead of our own. Thus, once the UI is more stable in its looks and features we can then begin the creation and integration of the "how it works" tutorial section.

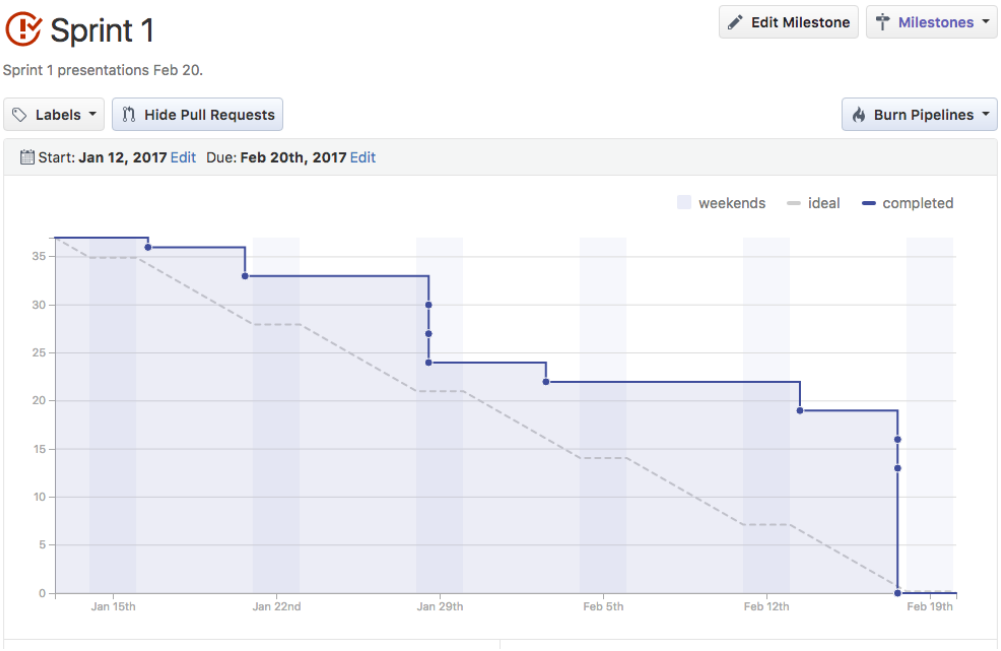
Our biggest setback so far however is totally out of our hands and it is the meeting with the small startup/business counselor. We want to ensure we are doing everything in such a way to limit our liability to vehicle accidents involving users of the app. However there was about a week of waiting to hear from the counselor after reaching out to the Small Business Development office, as well as some rescheduling. Our initial meeting was pushed back a week, and we are currently planning on meeting with him on February 23.

**Projected Progress**

By next sprint we seek to fully have maps and their pins for the users latitudes and longitudes integrated into the app. Have the rest of the UI and database schema better planned out and finalized. With this more finalized UI, we may also be able to finally integrate payments into the app should the counselor not condemn the idea as being too big of a liability issue. Work local notifications and successful automated rider/driver pairing and requests into the app. Once these things are in place, we can give the app a trial drive/run before launching it to the App Store.

**Conclusion**

Updated Burndown Chart: Sprint 1




Burndown Chart: Sprint 2

As a group, we are pleased with our overall progress, and believe it is feasible to launch a working app before the end of Sprint 3. We have divided the work fairly evenly, and have close to the same number of hours into the project. We have refactored some, changed the UI from our original design, and have even decided to implement several additional features and swing the focus of the app a little towards future scheduling of rides. We see this is a more useful feature that will encourage more use of the app.