CT Explored Scavenger Hunt App
Sprint Five Report
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Team members: [redacted]

Functionality

During this sprint, the team was able to accomplish a lot of functionality. The team extended the authentication flow, and the app now allows a user to link their Instagram account to their CT Explored App account. The database was extended and reworked to be able to have access to token information. The team was also able to not only create but also host a webpage for TestFlight so an external testing group can be used. The app was reworked to be more responsive, so that the app would look good on all screen sizes. The Google Play Console was configured so that Android build could be created. The leaderboard was also fixed, so that it refreshes when navigating to the leaderboard screen, instead of having to do it manually via a refresh button. Lastly, a TestFlight External Testing group was created to aid in external testing.

For the privacy policy webpage that needed to be created, this is the generator that we used: https://www.privacypolicygenerator.info/

We planned for 23 points. Out of those we accomplished 25 points, exactly what we expected, and more. All the planned user stories were accomplished. In addition, a new story got added because an unexpected problem occurred with the save page, where it could not save tours with the same ID, even though it was under different tours. This new story was worth 2 points and got accomplished.

Added Story: As a developer, I would like to create new logic for saving tours so that tour IDs don't cause saving conflicts. (2 points).

Demo of the App:

[see attached video]

Individual Contributions

During this sprint, [redacted] worked on the responsive app design and the dynamic refresh and rendering of the leaderboard data. [redacted] and [redacted] worked on implementing the full Authentication chain and O-auth account linking utilizing a serverless backend process using a Deno server provided to us by our database provider Supabase. Also, [redacted] put together the marketing page for the website and contacted CT Explored Website provider to configure a subdomain for our page; and configured an HTTPS certificate. [redacted] and [redacted] worked on the Database schema and were able to create another table that is public that has Row Level Security, so that a user can change/manipulate their personal account (and ONLY their account). In addition, [redacted] worked on fixing the Save Page functionality along with the JSON file that stores the different tours. [redacted] handled the Google Play Console setup and making sure that the android build is possible to create.

Customer's Feedback

When meeting with [redacted], we demonstrated the app's functionality as it stood at the time. [redacted] liked where the app was going and didn't have any concerns. We did address the need for a Google Play account creation, and she has been working on getting that setup for us ever since. Overall, the client was very pleased with our progress.

What Worked Well

The aspect of the sprint that worked well for us was being communicative about our tasks. In doing so, we were able to complete our 23 story points cohesively and with ease. This now allows us to be intricate in our documentation and preparation to hand off this project in our final sprint.

Problems Faced

One of the problems we faced was merging the branches. By merging the branches of everyone's code, the images of the tours ended up skewed and some of the responsiveness of the app was thrown off. Also, one of the teammates ended up getting sick and not being able to work on the project; alas, they still got their work done, it was just a minor setback.

Lessons Learned

One of the lessons we learned was that we should not be saving the merging of the branches in GitHub until the last minute. During this sprint, we had to merge all the progress made into the base branch late, which resulted in us having some conflicts and some of the rendering of the images ended up being skewed. Another lesson is that sometimes life gets in the way and things will happen unexpectedly; all that matters is persevering and getting through it.

Changes to be Made

Based on our experience, we will try to merge the code everyone worked on earlier the Sprint, in hopes to avoid any sudden issues popping up that we do not expect. This created unwanted visual artifacts when demo-ing our project in class. Hopefully by taking this action, we will be able to merge the branches sooner and if any issues arise, we will be able to fix them.

Sprint Six Plans

- As a User, I would like to see my ranking and score on the leaderboard so that I can keep track of my standing. (1 point).
- As a developer, I would like to add the extra tour that our client provided us with. (1 point).
- As a developer, I would like to create documentation for the app so we can pass it onto future teams to work on. (8 points).
- As a developer, I would like to change the UI (user interface) appearance, so that it's visually appealing to the users. (1 point).

Going into Sprint Six, we plan to accomplish 11 points. We plan to edit the leaderboard so that it displays the users' score at the top. We also want to add the extra tour that our client sent us and change the UI appearance so that it's better looking. Lastly, we want to work as a group to create documentation for our app so other teams that receive it know what's going on.

Challenges Anticipated

Some challenges we might face are having a non-problematic demo of our MVP to our client, [redacted]. There may be some technical/ nontechnical issues that may arise when [redacted] tries to run the app on her phone, so we should be prepared to answer questions the client may have.