CT Explored Scavenger Hunt App

Sprint Four Report

Mad Hatterz

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Team members: [redacted]

Functionality

During this sprint, the team was able to get access to the Apple Developer ID. We were able to implement a new walking tour into the app, one that has 6 POI's (points of interest) and we made sure that when a user zooms out, they do not see the POIs from other walking tours in the app. In addition, we implemented a save page so the user would be able to "favorite" a tour and see it on the save page/have access to the tours from that page. We also created documentation and started gathering the resources we'll need to deploy this app on the App and Play stores. The privacy policy page was created to adhere to the requirements necessary for hosting the app.

We planned for 13 points. Out of those we accomplished about 14 points (this accounts for the new user stories that got added). We got the Apple ID sign in done/setup, which was 1 point. We also were able to create the second walking tour with more POIs (Points of interest) than the first tour (this story was worth 2 points). We had to put the database story on hold due to the road blocker with the Instagram Oauth and push that story off again. Instead, a new story was added to create the save page, to save different tours as favorites. This story was worth 8 points. In addition to this, we had some members work on doing documentation and meeting the requirements Android/Apple have for deploying/hosting the app. That new story was worth 2 points, and the last point came from the policy page being made, hence the total of 14 points.

Added Stories:

- As a developer, I would like to work/create the functionality on the save page so that users can save their favorite tours. (8 points)
- As a developer, I would like to compile documentation per requirements from Meta, Android, and Apple so that the process of hosting the app can be facilitated. (2 points)
- As a developer, I would like to create and host a privacy policy page so that we can adhere to requirements for hosting the app. (1 point)

Demo of the App:

[see attached video]

Individual Contributions

During this sprint, [redacted] and [redacted] worked on creating the save page functionality for the app. The user can select a specific POI from any tour and save it by pressing a save button at the bottom of the screen. When the user saves it, they can go to their "saved" page on the app and it will display the POI's that the user has "saved"/favorited. If a user clicks on that point from the save button, it takes them to the page that displays the data on that POI. This page also allows the user to click "get directions" and be able to reach that specific point if they wish. Marek also implemented the Sign in with Apple Functionality into the App, which is a requirement by Apple if you have other SSO options inside of your app. Alongside this [redacted] also researched and implemented the preferred deployment pipeline for our expo – react native application; EAS, utilizing an Expo account and a cli tool we are able to upload our application to free expo build servers which build the ios/android native application packages. Using the CLI we are also able to connect us google/apple developer accounts to upload those builds their directly and handled app icons & version control.

[redacted] worked on the privacy policy page and handled the information that would need to be done to deploy the app. [redacted] worked with [redacted] to create the documentation needed per requirements of Apple/Google/Meta for pre-deployment and deployment requirements. They gathered resources and bulleted out all information/resources that'll be needed for the different companies.

[redacted] has been continuing to work on the Instagram App API for authentication, extracting the authorization code, exchanging it for the Long Live Token, and storing it in Supabase.

Customer's Feedback

When meeting with [redacted], we demonstrated the working app to her and all the new features we accomplished. She liked the progress we made but did have some things she wanted changed. She asked us to take out the lines that were drawn between different points, since they were just straight lines, as opposed to providing walking directions. The app currently allows a user to click on one of the POI's (Points of interest) and it will pull up the Maps feature, allowing the user to click "Directions" and get to the POI. This is currently outside of our app and based inside the Apple Maps/Google Maps apps. One feature we thought about adding was walking directions inside our own app. However, that would be an additional monetary cost for the client and is out of scope for the current project, therefore the group will not be able to implement this feature (but future teams might). We also discussed the progress with attaining the Apple ID and she ended up getting it to us a week into the two-week Sprint.

What Worked Well

The aspect of the sprint that worked well for us was that we did a much better job communicating with each other during this Sprint. Not only were we more effective in keeping each other in the loop of events, but we also were better at attending the group meetings and the client meetings, making sure most of the team was present for the meetings. We worked well together in terms of pivoting, due to not having access to the Apple ID for most of this sprint, and we had a positive outlook on the whole situation.

Problems Faced

One of the biggest problems we faced was yet again the main road blocker of not being able to get the Apple Developer ID. We only got access to it with less than a week left of the sprint, thus hindering our progress on the stories that were planned for this sprint. We did end up working around it again and were able to get some other parts of the app done, so we still made progress. In addition, we ran into some issues dealing with the save page of the application. When the favorite functionality was first introduced, the data was not rendering/displaying on the save page correctly, so it took a lot of debugging and trying different solutions to get it to work. Once it finally worked, there were also issues with the save page not updating every time a tour was unfavorited.

Lessons Learned

One of the lessons we learned was that when we get stuck on something, it's best to walk away for a little bit and then come back to it. When working on the save page for hours on end, we had to take a break from it and walk away in order to understand. This allowed us to come back with a fresh pair of eyes and fresh attitude, which helped us finish up that save page and fix some of the issues we ran into while coding.

Changes to be Made

Based on our experience, we will continue to communicate with each other and keep everyone in the loop of events. We need to reach out to the client more and request the Google developer account again, and not let it get pushed off too much like the Apple ID did. We also are experiencing scope creep, realizing that the Instagram functionality, which we thought would be easier to program, ended up spanning over the last few sprints. We have two sprints left and since it's crunch time, we hope to finish up the Instagram authentication and get it all linked up by the end of this sprint. Everyone is willing to help out, if it's needed; all hands-on deck type of situation.

Sprint Five Plans

- As a developer, I would like to extend the user DB schema to create a system to store and renew the Instagram access tokens and link to the database. (5 points)
- As a developer, I will need to extend authentication flow so a user can link their Instagram account to their app/sign in account and store the necessary token for future requests. (8 points)
- As a developer, I would like to create and host a marketing webpage so that TestFlight testers can be configured to a external testing group. (2 point)
- As a developer, I would like to make the app's design more responsive so that various screen sizes are accommodated. (3 points)
- As a developer, I would like to configure Google Play Console for an initial Android build of the application so that testers can participate in open and closed testing. (3 points)
- As a user, I would like the leaderboard to refresh upon loading the screen so that leaderboard information is up-to-date upon viewing. (1 point)
- As a developer, I would like to create a TestFlight External Testing group and build so that invited users can participate in external testing. (1 point)

Going into Sprint Five, we plan to accomplish 23 points. The first story is a roll-over from previous sprints that we were not able to get accomplished but should be able to get done now that we have the Apple ID done. We will continue to debug and work on adding an Instagram linking and refresh utilizing a WebView inside the app which can capture the return code and fully implement storing this code in our database and automatically refreshing it (This story got changed to 8 points instead of 5 because it's taking more time). We also plan to also clean up the responsiveness of the app and work on stories handling TestFlight & Google Play Console Testing.

Challenges Anticipated

Some challenges we might face will probably be with the Instagram setup. It keeps being a bigger issue than we anticipate, and this story is taking a lot more time to complete than we thought. We've had to rework our approach to it multiple times and based on previous experience, we think it might give us some more issues as we're trying to access the tokens.