**(Completed) Major Goal 1: Establish a basic webpage that can talk to the server. Also establish a way to be able to create a hunt and display it.**

Setting up the website is the main goal for the sprint and establishes the look of the overall website. Also the website should just display a simple list of tasks for the hunt.

**User Stories:**

**High Prio:**

1.) Assign a title and theme

* When creating the hunt it should establish a title and theme.
  + Create Hunt name
  + Create theme
* The theme and title should be displayed on the website when it is created.
  + Decide positioning of hunt title and task list on webpage
  + Establish what exactly a theme is and how that will be expressed on the webpage
  + Make a table that lists tasks of the hunt.
* The display of the title and theme should follow the overall look of the hunt.

2.) For the first release, all tasks are locations the player must go to

* The task list should have a question, answer and location
  + 10 tasks (questions & answers)
  + Three separate fields for each task in the list, location, question, answer
  + Decide locations and questions for each task
* Locations should be restricted to areas on the main campus of ETSU, including the millennium center.
* The answers to the questions should be questions that could only be answered by going to the location.Each task should be unique and require an answer

**Low Prio:**

1.)Set a start date and an end date

* Provide an option to set a start and end date for the hunt.
* Display an error if the date is out of range of the current date and time.
* Display an error if there is another hunt going on at this time.

**Goal 1 Tasks:**

**Establish the look and feel of the website.**

**Assign the name of the hunt.**

**Come up with the 10 tasks( Location, Question and Answer)**

**We need some kind of file to store the tasks and info for them**

**Create the website (homepage(login, registration), hunt page)**

**(Not Completed) Major Goal 2: Capture Player entries and track/display progress**

Main goal for this sprint is to make sure that a user can update the task list. The list should allow for a user to submit valid answers for each task that task should have a location, question, and answer

**User Stories:**

**High Prio:**

1.)Assign the list of tasks each individual player is to perform

Acceptance Criteria:

* The established list of tasks needs to be displayed on the website for the user and the progress the user has made on the hunt.
* Tasks shouldn’t be updated if the user inputs a wrong answer/.
* Should display a message if the wrong answer is put in.
* Task display should be updated as the user makes valid answers.
* Figure out how to store user task progress within the database/flat file

2.) Create a new account using a person’s email address and phone number

* Email and phone number must be unique and valid
* Valid phone numbers mean they need to be able receive text messages
* Valid emails should follow a standard email format and be able to receive emails
* The application should not take duplicate emails or phone numbers for the hunt

**Low Prio**:

1. Set the order the list appears to players during the hunt
2. The list is automatically sorted to show unfinished tasks at the top of the list after every task completion

**Tasks:**

**Making sure email and phone numbers are valid and are not duplicated.**

**Figure out how to track individual user progress on tasks**

**Store the locations/questions within the database**

**Validation on answers, display if answer is wrong or correct.**

**After each answer a check mark or a way to show that it was the correct answer button**

**(Not completed) Major Goal 3: Create Admin console on the server to CRUD Player information and send out invites;**

**High Prio**:**High Prio**:

1.) Set the invitation text that is included in player invitations

* · The admin would should allow for a custom message be sent to all players that are registered for the hunt.
* · The message should be limited to 250 characters.

2.) Invite someone to participate in a hunt by sending the hunt’s URL and a invitation message to their email, then to send their unique access code to their phone via text message

* · The invite should be unique to each player that it is sent to.
* · The invite should be a valid link that player just needs to click on to join the hunt and then enter the access code that is unique to them.

3.) A player’s access code is unique to the hunt they are invited into (they can have multiple access code but each code goes to a different hunt)

* · There should only be one access code sent to the user for the hunt.
* · The system needs to make sure that the code sent to the user will truly be unique so that users don’t accidentally receive the same access code.

4.) The player enters that code on the hunt URL page in order to play

* · When the user receives a access code they should also receive a link directly to hunt page to enter the access code they receive.
* · The hunt URL page should check to make sure that is a valid access code so the user can start the hunt.
* · After a valid code is entered it should display the list of the tasks the player should have for the hunt.

**Mid Prio**:

1. If an admin changes the status to Active, all the players associated with the hunt at that moment will receive a text message telling the hunt has started
2. Access codes can be active or disabled or pending invite

**Low Prio**:

1. Find an existing account using a person’s access code
2. More than one person can use the same access code at the same time on different devices in order to “play as a team”
3. Player screens need to be refreshed so they can see progress other team members have made
4. As a Player, I want to be able to customize my username and profile picture so that I can manage the identity others can see for me
5. Can only edit hunts that are Pending or Active
6. Admin can edit any part of the hunt except the status and creation date
7. Find an existing account using a person’s email address and phone number

**Tasks:**

**Establish a way to send a email to players to tell them they have access to the hunt**

**Allow users to sign into the hunt with their access code**

**The tasklist then would populate with the users information via their access code**

**(Not completed) Major Goal 4: Add QR code based answers**

**High Prio**:

1. If the player has a camera enabled, they can hit “scan QR Code” to read in the QR code symbol located at the hunt location

* Figure out how to setup the ability to QR scan from a device
* Establish what type of device can be used to scan a QR code
* Attach a qr code to each task
* Come up with a unique qr code
* Print the qr code once it is created
* What happens if a random person scans a qr code that's not attached to a hunt

1. Alternatively, the player can enter the text that appears below the QR code symbol located at the hunt location

* Add the box that would take the text below the QR text
* Make unique codes for each QR Code
* Attach each unique code to each task

**(Not completed) Major Goal 5 l: Add Lat/Long to location sets, add a map to the web site, show locations on the map**

**High Prio:**

1. If the player has location enabled, they can hit “I am here” to compare their location to the lat/long associated with the list of locations in the hunt (must be within 50 feet)
2. As a Player, I want to be able to see, on a map, which task locations I have visited and which ones I haven’t so that I can determine where to go next