

## Misc Notes:

Tier 2

Pick Roles

How are we going to handle source control? Github

How are we going to collaborate? Discord

Scrum Master? Shouldn't have time to code. Ask questions.

Product Owner requirements stories backlog order, priorities grooming sessions, vertical slicing, sprint goal, and stories that support that goal, get the software running on everyone's machine

Team names and roles need to be emailed from scrum master

How will we work together as a team?

getconfig

Tools? Trello for stories

IDE? Visual Studio

What is Done?

What does Done entail? Each task completed for each sprint that meets the requirements, tested, and functional.

Sequence of activities code, review, testing

start simple

Coding Standards? C#? Condense down the standard for our needs

Deployment in

Code should be combined before end of Sprint

Realistic goal of velocity... how many hours per week to invest we get 2 hours in class

After Action Reviews

5 day work week

Story <https://www.atlassian.com/agile/project-management/user-stories>

Use a tool where you can attach the words behind the words to the story

Actor As a player

Action I want to get an access code

Value To be able to access a hunt

Epics take months of sprints to complete

Themes may take 2 or 3 sprints

Stories in the product backlog should be sprintable if not break it down more

Other similar apps

Clue.dupp.com

Letsroam.com

We need to pick up where the other students left off

=====01NOV23=====

- ☒ Review grooming
- ☒ Get it working on everyone's machine
- ☒ Clone to Visual Studio
- ☒ Groom 2 sprints worth of stories in case you finish your sprint early
- ☒ Never more than 4 sprints
- ☐ Break stories into tasks that can be done in 4 hours or less
- ☐ Do high priority first then revisit lower priority items
- ☐ Vertical slice an item like a cake and run it through all the layers so that it is functional even if at a basic level
- ☒ How we plan to handle Github version control
- ☐

Never groom a sprint while it is being run.

Backlog items can be we need to research something that may be a dependency to another story

Can be make sure it works on everyone's machines

### Test Admin Account:

UN: [waltonca@etsu.edu](mailto:waltonca@etsu.edu)

PW: YMXH@9J!72kM6Em

### Source control standard:

#### Branching:

Master branch is treated as production.

There is a development branch where all development will be done.

Whenever team members get a task they will create a feature branch for that task, that branch is branched off of the development branch.

**Do not base the feature branch off the master branch, always branch from the dev branch.**

Example branch: AdminTwoFactorAuth\_1101 (Number indicates the date the branch was created)

Do not put your name as the branch name

#### Committing, pushing and pulling:

Create atomic commits. When committing something make sure it is focused on one sub-feature/part.

This makes it easier to roll back changes

Whenever you start a coding session, pull any new commits first. Make sure to pull the changes while on the Dev branch.

Will typically want to merge these changes into your feature branch.

Push commits often. At the very least push all commits at the end of a coding session.

Once the feature is complete, create a pull request on github and get someone to review your code.

Once approved, merge the branch into the development branch.

## Tier 2 Story Document:

### Tier 2

The second tier expands the type of tasks to include Multiple Choice trivia, Single Word answer Trivia, and combinations of these trivia formats with QR codes. Additionally, the tasks can be fixed list, random order (for each access code), or incremental (where tasks must be completed before the next task is shown). The task list presentation, once defined, will be the same for all participants.

This tier also introduces the role of System Administrator (Admin). The Admin person has a defined username and password to access the site. At this tier there is only one hunt and it is always active. The Admin is presented with the ability to create/edit/delete tasks for the hunt. Each task has a display label that is shown to the participant, an answer which is free text. They can scan a QR Code and associate it with one or more tasks. (answers are considered a match if they are string matches ignoring case and empty space thus QR Codes will have their associated text stored in association with a task). They can edit how the tasks are presented (fixed list, random, or incremental. They can define the start and end time for the hunt. If a

participant tries to access a hunt outside of these times, they get a message letting them know when the hunt will be/was active. The Admin can also edit the introduction text shown at the top of the task list. The Admin is responsible for generating and maintaining a list of access codes for the hunt. Each access code can optionally have either an email or phone number associated with it. The Admin can select from the list of access codes and initiate a notification whereby an email and/or text message is sent out for each selected code.

Epic: Tier 2 Release

Theme: Admin is able to manage multiple scavenger hunts

User Stories:

- 1) As an Admin, I want to have secure access to the site so that I can make changes to all aspects of the hunts.
  - a) For tier 2, there is only one admin account
  - b) The admin account has a username/password
  - c) Two factor authentication is optional
- 2) As an Admin, I want to be able to see all the hunts in the system and their status so that I can manage them effectively
  - a) Should be able to sort the list by date created (oldest first or newest first), only active hunts, only expired hunts, only pending hunts, date started (oldest first or newest first)
- 3) As an Admin, I want to be able to create a new hunt
  - a) Set a start date and an end date
  - b) Assign a title and theme
  - c) Set the invitation text that is included in player invitations
  - d) Assign a list of tasks players are to perform
  - i) A task consists of a label displayed to players, the Lat/long of the location where they perform the task (must be precise enough to establish if someone is within 50 feet of it), a QR code value which must be human consumable and relevant to the task in question, a QR code which encodes the value
  - ii) A single task can be Multiple Choice trivia or Single Word answer Trivia.
    - (1) A hunt can include a list of tasks using any combination of these two types
  - e) Set the order the list appears to players during the hunt
    - i) A list of tasks can be fixed order, random order (for each access code), or incremental (where tasks must be completed before the next task is shown).
      - (1) Fixed order is where all tasks are displayed in the same order for all players
      - (2) Random order is where each player sees a potentially different order of the same tasks as other players. The order for each player is determined at random at the start of the hunt and remains in that order for the duration of the hunt.
      - (3) Incremental is where the tasks are of Fixed Order (see above) but only the first task is displayed. Each subsequent task isn't shown until they complete the displayed one.
    - ii) The task list presentation (or order type), once defined, will be the same for all players in the same hunt.
  - f) Assign a url for the hunt
- 4) As an Admin, I want to be able to edit an existing hunt

- a) Can only edit hunts that are Pending or Active
- b) Admin can edit any part of the hunt except the status and creation date
- c) 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
- 5) As an Admin, I want to be able to quickly create accounts for a list of people so that I don't have to manually enter each person
  - a) Create a new account using a person's email address and phone number
  - b) Assign an access code unique to that player for that hunt (can be duplicated for that player across hunts)
  - c) Find an existing account using a person's email address and phone number
  - d) Find an existing account using a person's access code
  - e) 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
  - f) Access codes can be active or disabled or pending invite
- 6) As an Admin, I want to be able to invite one or more people to play in a specific hunt so that I can control/manage who is involved
- 7) As an Admin, I want to be able to send notification to a subset of players in a hunt so that I can keep them updated of any changes or alerts
  - a) Notifications can be sent as an email or text message (admin chooses)
  - b) Admin can select all or a subset of players in the hunt
  - c) Admin manually enters the notification text

Theme: User is able to play in a scavenger hunt

User Stories:

- 8) As a Player, I want to be able to join a hunt so I can participate
  - a) All players have an access code that is unique to them and a specific hunt
  - b) The player enters that code on the hunt url page in order to play
- 9) As a Player, I want to be able to team up with other people so we can participate in the hunt as a group
  - a) **More than one person can use the same access code at the same time on different devices in order to "play as a team"**
  - b) Player screens need to be refreshed automatically so they can see progress other team members have made
- 10) As a Player, I want to be able to easily record in the game that I completed one of the tasks in the hunt so that I can get credit for my progress
  - a) For the first release, all tasks are locations the player must go to
  - b) 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)

- c) 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
- d) Alternatively, the player can enter the text that appears below the QR code symbol located at the hunt location
- e) The player should be given a status of their submission
  - i) Valid entry, progress is recorded
    - (1) A valid entry updates their status on the server with a timestamp
  - ii) Invalid entry, no progress recorded
  - iii) Unable to validate, no internet connection
- 11) As a Player, I want to be able to see how well I’m doing compared to other players so that I can be competitive
  - a) A player that is logged in, can see the list of tasks associated with the hunt
  - b) The list is automatically ordered to show unfinished tasks first
- 12) 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
- 13) 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

## Groomed Backlog:

### Story for Pre-Sprint:

- 1) All team members are able to clone and run the solution within Visual Studio. And the team selected a Tier 2 story.
  - a) All members have installed Visual Studio.
  - b) All members have cloned the solution to their VS.
  - c) Select a story that has some items completed by the previous semester.
  - d) Verify that the backlog has actually completed those parts by testing the app.
  - e) Breakdown what hasn’t been implemented within that story into tasks for Sprint 1.

### Sprint 1’s Chosen User Story:

- 6) As an Admin, I want to be able to invite one or more people to play in a specific hunt so I can control / manage who is involved.

11) As a Player, I want to be able to see how well I'm doing compared to other players so that I can be competitive.

Possible Sprint 1 tasks:

- \* Fix problem with Hunt end date being before start date.
  - \* Add a feature to sort hunts as stated in the Admin user story #2.
  - \* Add a feature for tasks in hunt to sort based on completed status.
- Email Notifications implemented for the user.
- \* Research how to implement SMS using users Phone # from profile.
  - \* Add a field to user invitations for messages, "Hello, Join our hunt!" for example.
- Fix app so the user can view available hunts via a button.
- Send user access code via SMS once they choose to join a hunt.
- \* Link to privacy policy page redirects to login page, unless you are signed in.
- Fix "batch create users" admin feature throwing unhandled exception.
- Enable admin to select ordering of tasks for a hunt( Fixed, random, incremental)
- \* Allow a player to customize their profile picture and username.
- Use ChatGPT to create content for our privacy policy page.

Sprint 1 overall goal statement: "Quality of Life Upgrade for User/Admin."

Possible sprint 2 tasks

Add a radio button on the player account creation page to choose mobile carrier(with Nick's help this will enable texting feature)

Research:

SMS Implementation

Email Notification Implementation

=====Nov 6th=====

Pull in a story that requires we change the code

Make sure we can manage source control

**Goal→Story→Sprint→Tasks**

Work in small batches

Incorporate cross training

**Mondays**

Sprint review

Release  
Retro  
=====

Sprint Panning for next sprint  
Daily Standup

**Wednesdays**  
Work on the sprint

**Saturday Nights**  
Merge code  
Test  
Prepare release

**Explain in progress reports what we did with purpose and forethought doing our project**

**For use in later sprints**

**SMS/MMS gateway domains for United States**

Mobile Carrier	SMS Gateway Domain	MMS Gateway Domain
Alltel	sms.alltelwireless.com	mms.alltelwireless.com
AT&T	txt.att.net	mms.att.net
Boost Mobile	sms.myboostmobile.com	myboostmobile.com
Cricket Wireless	mms.cricketwireless.com	mms.cricketwireless.com
Google Fi	msg.fi.google.com	msg.fi.google.com



<b>MetroPCS</b>	<b>mymetropcs.com</b>	<b>mymetropcs.com</b>
<b>Republic Wireless</b>	<b>text.republicwireless.com</b>	<b>MMS not available</b>
<b>Sprint</b>	<b>messaging.sprintpcs.com</b>	<b>pm.sprint.com</b>
<b>T-Mobile</b>	<b>tmomail.net</b>	<b>tmomail.net</b>
<b>U.S. Cellular</b>	<b>email.uscc.net</b>	<b>mms.uscc.net</b>
<b>Verizon Wireless</b>	<b>vtext.com</b>	<b>vzwpix.com</b>
<b>Virgin Mobile</b>	<b>vmobl.com</b>	<b>vmpix.com</b>

#### **SMS gateway domains for Canada**

<b>Mobile Carrier</b>	<b>SMS Gateway Domain</b>
<b>Bell Canada</b>	<b>txt.bell.ca</b>
<b>Bell MTS</b>	<b>text.mts.net</b>
<b>Fido Solutions</b>	<b>fido.ca</b>
<b>Freedom Mobile</b>	<b>txt.freedommobile.ca</b>
<b>Koodo Mobile</b>	<b>msg.telus.com</b>

<b>PC Mobile</b>	<b>mobiletxt.ca</b>
<b>Rogers Communications</b>	<b>pcs.rogers.com</b>
<b>SaskTel</b>	<b>sms.sasktel.com</b>
<b>Telus</b>	<b>msg.telus.com</b>

Development branch renamed to “Sprint1”, New dev branch for sprint 2 created called “Sprint2”.

Functions.cs under services, contains a function for email functionality.

Sprint 2 Goal:

Get Email and Text notification functionality up and running, tested, and completed. Admin should be able to choose Email or Text Message (SMS) notifications for users. This will allow a Welcome, invitation, and alert notifications.

Issues for Sprint 2:

Carrier value only uses default of AT&T when user sets the carrier during account creation.

Admin when adding user to hunt throws “send email function”, But still adds the user. (Fixed during Sat meeting, push to code coming)

Questions for Sprint 3: (Need questions channel on discord)

Can’t implement SMS without paying, but could use email to send text messages through carrier.

Strip out email implementation to remove Google secrets api authentication, and rewrite it. Previous student implemented google cloud, with a paid “google secrets” service. It may make things complicated for the next semester and AWS integration.

Story Sprint 3:

Google Secrets no longer in use:

Email Created for Google secret credentials

- Email: [scavengeetsu@gmail.com](mailto:scavengeetsu@gmail.com)
- Pass: ETSUScavenge

Email changed:

Implemented local password file called Gmail.txt

Contact Grant Scutt on discord to get credentials

Questions for Sprint 4:

Does a user have to have an admin add them to a hunt to fulfill the project objective. Or can the project be changed so a user can view available hunts and join any that is not private.

Notes from PO meeting:

Team One (Productivity Pirates):

Reached out to team members in other sections to standardize documentation.

Cleaning up the flow of the app, hunt creation, tasks, all on one page.

Major accomplishments:

- Collaboration, setting up tools to assist in communication.

- Define user stories as a PO that are meaningful to the team.

- Admin experience and useability. Creating a concrete definition of done.

Team Two (Expectation Exceeders):

Tasks were editable whether complete or incomplete. Team fixed so can only edit at certain points.

Timer build so timer doesn't reset when screen refreshes.

Filtering on admin side for hunts and tasks.

Next task will be to choose task order for user, incremental, random, sequential.

Major accomplishments:

- Ability to pick tasks that are completable in a sprint. Used trello to break down tasks as a group.

- Admin experience improvement.

READ ME Doc to create:

Admin acct login for app

Google acct for emails - email address

Trello acct - Join Link

Discord acct - Join Link to get all account logins

Scheduling tool link

Explain how we used each and direct the next class to use discord to get logins from our group.

Tell the group to remain agile during the Scrum process and try to implement our old tasks. Then break down stories into tasks that will help drive new tasks for the next sprint.