The goal for this sprint was to get the app ready to go for open house. This included putting the finishing touches on the gps, adding elements to the game to make it more interactive, adding CSS to the GPS page, pulling information from fitbit and integrating it into the user profile. We also did some minor planning for open house such as putting together the display poster.

We were able to accomplish all of that this sprint. There was some rough going, we had to completely scrap what we had for authentication since devise didn’t want to work with fitbit. We also had significant trouble merging Oneil’s branch of the project since it included all of the previously removed devise code. So instead we just copied what Oneil worked on and had Sean push it. Outside of that we were even able to add features we didn’t plan on adding such as collision detection onto the maze. Overall we are extremely excited we were able to get everything done in time for open house and make a good showing.

Next sprint we plan to do the stress testing Andresen is asking all students to do. We also plan to look into making our app scale onto devices better since right now everything is pretty static. We also plan on making the line drawn on the maze to be more of a square to give an easier to see visual. We will also be looking to add achievements if we feel there is time after doing the stress test.