Sprint #4 Plan 2

EasyRoute

Revision #2

May 29, 2024

Goal: Community feature for users to share accessible locations and tips

Task List:

User story 1: As a user, I need to be able to see where an elevator is to get to an upper level. [3]

Indoors

- Task 1: Find the openstreetmap map that contains the elevator icons/locations for UCSC campus. (2 hrs)
- Task 2: Add the elevator data to our openstreet basemap then extract data (geoJSON) using overpass turbo. (2 hrs)
- Task 3: Add this geoJSON data to our code, ensure elevator locations show up on map. (3 hrs)

Total for user story 1: 7 hrs

User story 2: As a user, I want to be able to choose whether I'm walking, driving, or using any other travel mode. [3]

- Task 1: Add frontend for user to choose travel mode before calculating route. (2 hrs)
- Task 2: Add code that takes in user's chosen travel mode and edit API call profile accordingly. (2 hrs)

Total for user story 2: 4 hrs

User Story 3: As a user, I want to be able to click on a location on the map and see accessibility features of the facility. [3]

- Task 1: Search for data that contains data on elevator, wheelchair accessibility, etc. (3 hrs)
- Task 2: Add frontend for pop-up whenever a building is clicked. (2 hrs)
- Task 3: Extract data from our geoJSON files to display information about the buildings (building name, elevators, wheelchair accessibility, etc.) (4 hrs)

Total for user story 3: 9 hrs

User story 4: As a user, I want to be able to click on a location on the map and report any accessibility features in need of repair. [3]

- Task 1: Add frontend for reporting repair button. (1 hr)
- Task 2: Create a form for reporting repairs, HTML element with text fields. (3 hrs)
- Task 3: The location of the report will be highlighted/displayed on the map. (3 hrs)
- Task 4: implement backend for storing repairs (and resolved repairs just to display to users?) (3 hrs)
    - option to delete/resolve repair

Total for user story 4: 7 hrs

User story 5: Fixing up the UI of the map.

- Task 1: Adding a background to the map (terrain, texture). (3 hrs)
- Task 2: Use uniform font-styling. (1 hr)
- Task 3: Add styling to legend (add background). (1 hr)
- Task 4: Change layout of search bar (creating another building card class). (4 hrs)
- Task 5: Remove FPS display. (1 hr)
- Task 6: Add logo and name of app in upper-left corner. (1 hr)
- Task 7: Add logo to window tab. (0.5 hr)
- Task 8: narrow down building colors. (0.5 hr)

Total for user story 5: 12 hrs

User story 6: Add bus stop locations to map.

- Task 1: search for data on ucsc bus stop locations. (2 hrs)
- Task 2: Extract data into geoJSON File and add it to repository. (1 hr)
- Task 3: Add this geoJSON data into our map, show bus stop icons for every bus stop coordinate. (3 hrs)

Total for user story 6: 6 hrs

Team Roles:

- Megan: Product owner, developer
- Adora: scrum master, developer
- Brandon: developer
- Hazel: developer

Initial Task Assignment:

- Megan: finish user story 4 ~~user story 4: task 2 (form), user story 5: task 6 & 7~~
- Adora: finish user story 1 ~~User Story 5: Task 4 (Search Functionality bug), user story 1: task 1 (researching elevator data)~~
- Brandon: user story 5: task 1 (background to map), finish user story 3 (building pop-ups) ~~user story 2 (travel mode)~~, ~~user story 3: task 1 (searching for accessibility data)~~
- Hazel: reset the units of elevation display after a route is cleared, user story 6 (bus stops)

Burn Up Chart

Date - May 22nd, 2024 - June 4th, 2024

Sprint goal - Community feature for users to share accessible locations and tips.