Release Summary

EasyRoute

June 4, 2024

Key User Stories and Acceptance Criteria:

- Sprint 2, User story 1: As a user, I want to get a route between two locations. [7]
  - Acceptance Criteria: Given a user who selects a two buildings, when the 'Calculate Route' button is clicked, then a route from one building to the other is generated and shows up on the map.
- Sprint 3, User story 1: As a user who is unable to climb stairs, I want to customize my route to avoid stairs. [10]
  - Acceptance Criteria: Given a user who selects two buildings to navigate from and to, when the 'Avoid Stairs' is toggled on, then a route that avoids stairs is generated on the map.
- Sprint 3, User story 4: As a user, I want to search for a destination on the map. [8]
  - Acceptance Criteria:
    - Given a user who clicks on the 'Start' or 'Destination' search bar, when the user begins typing a building name, then buildings following that search should show up underneath the search bar.
    - Given a user who has typed in a start location or destination, when the user clicks on the building cards of the locations the desire, then the route start and destination are set.
- Sprint 3, User story 7: As a user, I want to see turn-by-turn directions for my route. [5]
  - Acceptance Criteria: Given a user who has selected a start location and destination for their route, when the 'Calculate Route' button is clicked, then turn-by-turn directions for that route will show up listing the exact durations and distances for each turn.
- Sprint 4, User story 1: As a user, I need to be able to see where an elevator is to get to an upper level. [3]
  - Acceptance Criteria: Given a user who opens the project, when the map and buildings load, then any elevators in each of the buildings should appear as an icon that can be seen on top of the buildings.
- Sprint 4, 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]
  - Acceptance Criteria: Given a user who navigates to the routing options, when the 'Select Travel Profile' is clicked, then different travel profiles (including driving, walking, etc.) will show up to be selected.
- Sprint 4, User story 4: As an alert community member, I want to be able to click on a location on the map and report any accessibility features in need of repair. [3]
  - Acceptance Criteria:
    - Given a user who sees an accessibility feature in need of repair, when the building is clicked and the 'Report a Repair' button within the building popup is clicked, then a form opens up for the user to submit repair details.
    - Given a user who fills out the repair form, when the submit button is clicked, then a repair icon is shown on top of the building and the report details can be seen on the building popup.

Known Problems:

- longer loading times initially when project is opened (~5-7 seconds)
- Missing Functionality:
  - Building Popups do not display images of the buildings nor accessibility information of the buildings (like originally planned). But they do display building name, address, repair form, and reported repairs.
  - There is not option to avoid hills for routes. What is displayed instead is the units of elevation to be climbed for a route, it is up to the user's discretion for choosing that route.
- Design/Appearance:

- icons for elevators hover slightly above buildings: there were difficulties in figuring out the exact way to place the elevator icons based on a building's elevation.

Product Backlog:

- Sprint 4, User Story 3: As a user, I want to be able to click on a location on the map and see the accessibility features of the facility. [3]
- Sprint 4, User story 6: Add bus stop locations to map.
- Resolve correct heights of elevator icons.
- Add functionality for avoiding hills in routes.
- Add loading screen while map and buildings load.