Pick-Up Sportz
Sprint #2 Presentation

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Sprint Goals

- Create a website that will allow users to:
    - Create an account
    - Login through Google or website account
    - Logout
    - Add information to their profile
    - Search for events
- Update our documents
- Write the user manual

Planned story points: **90**

Achieved story points: **40**

Changes in the Business Requirement Document

- No Big Changes
  - Focusing more on Web Application than Mobile.

  - Plans and Research are the same.

Changes to the Management Plan

- Gantt Chart
- Project Tracking Matrix
- Sprint Board
- Burndown Chart
- Sprint Retrospective

Updated Management Plan

- Gantt Chart

Updated Management Plan

- Project Tracking Matrix

Create a User Manual	Sprint #2	Completed			Low	Everyone	21-Oct-19	30-Oct-19	5	21-Oct-19	30-Oct-19	100%	5
UI for player Profile	Sprint #2	In-Progress			High	Everyone	21-Oct-19	6-Nov-19	8	21-Oct-19		30%	
Back-End Profile Editing	Sprint #2	In-Progress			High	Everyone	21-Oct-19	6-Nov-19	8	21-Oct-19		0%	
Test Profile Editing	Sprint #2	In-Progress			High	Everyone	21-Oct-19	6-Nov-19	2	21-Oct-19		0%	
Create Functional Website	Sprint #2	Completed			High	Everyone	21-Oct-19	6-Nov-19	10	21-Oct-19	6-Nov-19	100%	10
Search Events on Website	Sprint #2	In-Progress			High	Everyone	21-Oct-19	6-Nov-19	2	21-Oct-19		0%	
Test Website Functionality	Sprint #2	Completed			High	Everyone	21-Oct-19	6-Nov-19	3	21-Oct-19	6-Nov-19	100%	3
UI for Login to Website using Pick Up Sportz Account	Sprint #2	Completed			High	Everyone	21-Oct-19	6-Nov-19	3	21-Oct-19	6-Nov-19	100%	3
UI for Login to Website using Google Account	Sprint #2	In-Progress			High	Everyone	21-Oct-19	6-Nov-19	3	21-Oct-19		10%	
Back-End Login	Sprint #2	In-Progress			High	Everyone	21-Oct-19	6-Nov-19	7	21-Oct-19		60%	
UI for Create Account Features	Sprint #2	Completed			High	Everyone	21-Oct-19	6-Nov-19	3	21-Oct-19	6-Nov-19	100%	3
Back-End Account Creation	Sprint #2	In-Progress			High	Everyone	21-Oct-19	6-Nov-19	7	21-Oct-19		10%	
Test Account Creation and Login	Sprint #2	In-Progress			High	Everyone	21-Oct-19	6-Nov-19	2	21-Oct-19		0%	
UI for Logout Feature	Sprint #2	In-Progress			High	Everyone	21-Oct-19	6-Nov-19	2	21-Oct-19		0%	
Backend-End Logout	Sprint #2	In-Progress			High	Everyone	21-Oct-19	6-Nov-19	7	21-Oct-19		0%	
Test Logout Feature	Sprint #2	In-Progress			High	Everyone	21-Oct-19	6-Nov-19	2	21-Oct-19		0%	
Connect and Communicate to the Database for all current Features	Sprint #2	Completed			High	Everyone	21-Oct-19	6-Nov-19	12	21-Oct-19	6-Nov-19	100%	12
Test Data Transfer to and from Database	Sprint #2	Completed			High	Everyone	21-Oct-19	6-Nov-19	4	21-Oct-19	6-Nov-19	100%	4

Updated Management Plan
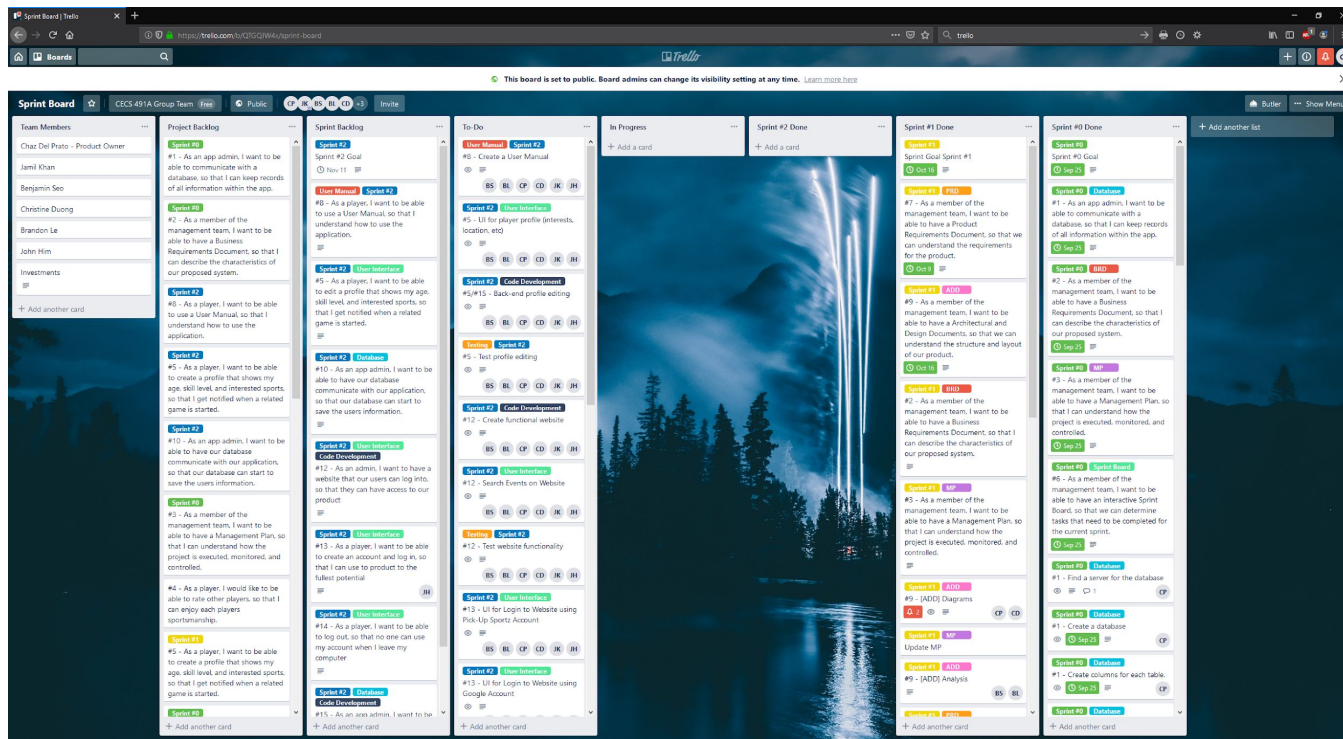
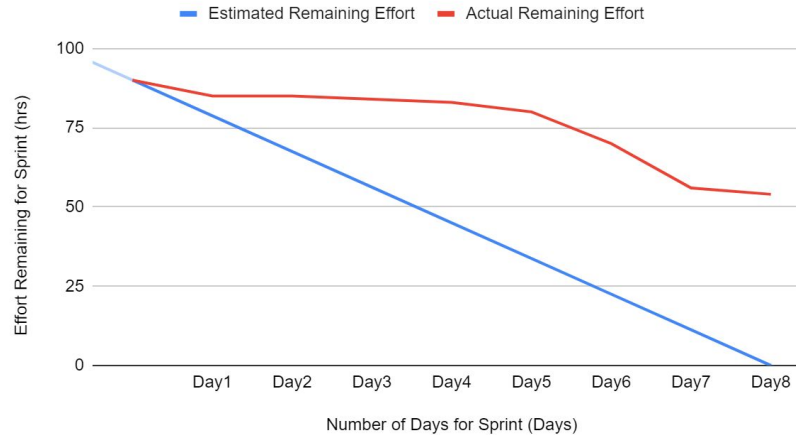- Sprint Board
  - Begin

Updated Management Plan

- Sprint Board
  - End
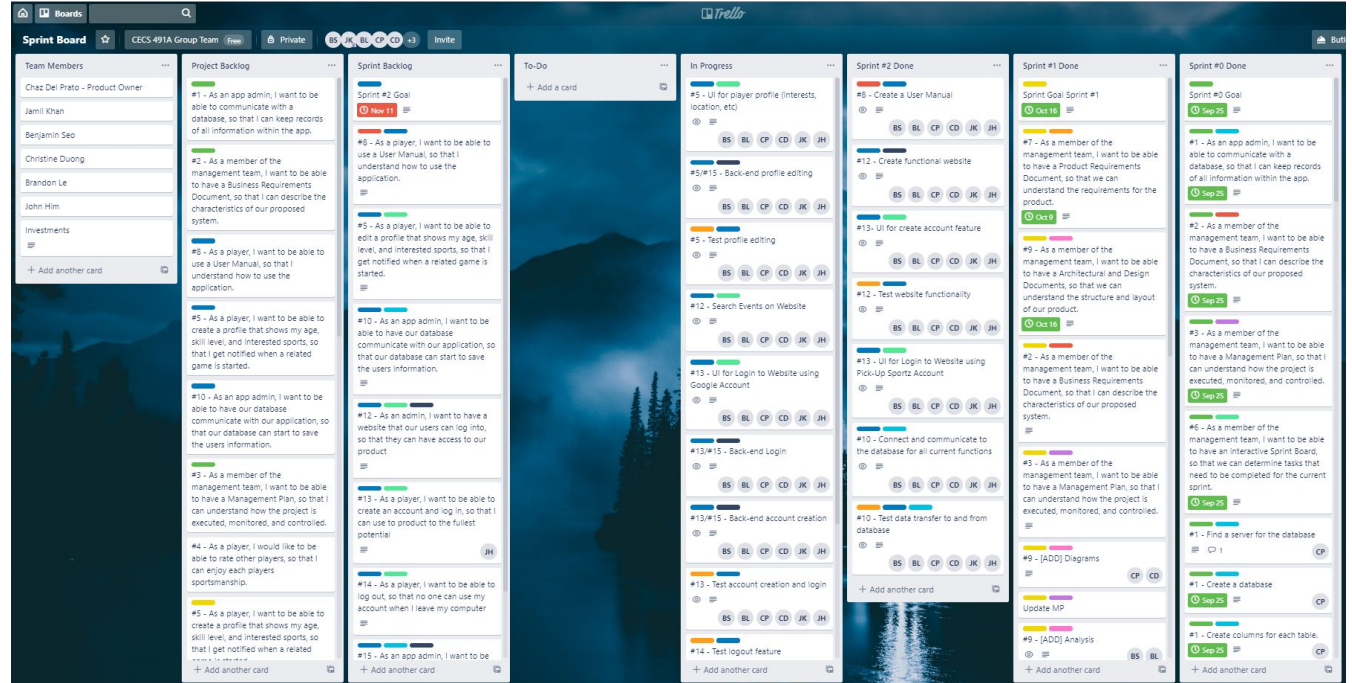
Updated Management Plan

- Burndown Chart

Burndown Chart for Sprint #2

Sprint Retrospective

Our sprint goals consist of :
- **Create a website our users can use**
- **Users will be able to create and account details**
- **Users will be able to log in and log out of their accounts**
- **Connecting our database to the website**
- **Creating a user manual**

We were not able to meet our sprint goals. There was some delay because we focused a lot on homework.

Our team's total velocity is 90 hours since:
5 hours per week * 3 weeks * 6 members

Current hours worked: **40 hours (Story Points)**

Our burndown chart for sprint #2 is not looking good. With all the tasks that we have, we only accomplished 7/18 tasks. We can see that on day 1 the line goes down due to finishing the user manual but from day 2 to day 5, we were held up from classes and homework. We did some of the tasks during these days but was not entirely focused on. By Day 6 to Day 8 we focused on the code release as much as we can for this sprint's deadline.

Sprint Retrospective

Team velocity for next sprint:
We are planning to keep the same team velocity, from this sprint, for our next sprint.

We are going to focus more on the tasks already assigned without adding more tasks without understanding the scope of them.

Try to work 5 hours per day to finish our already assigned task so that our burndown chart would look better.

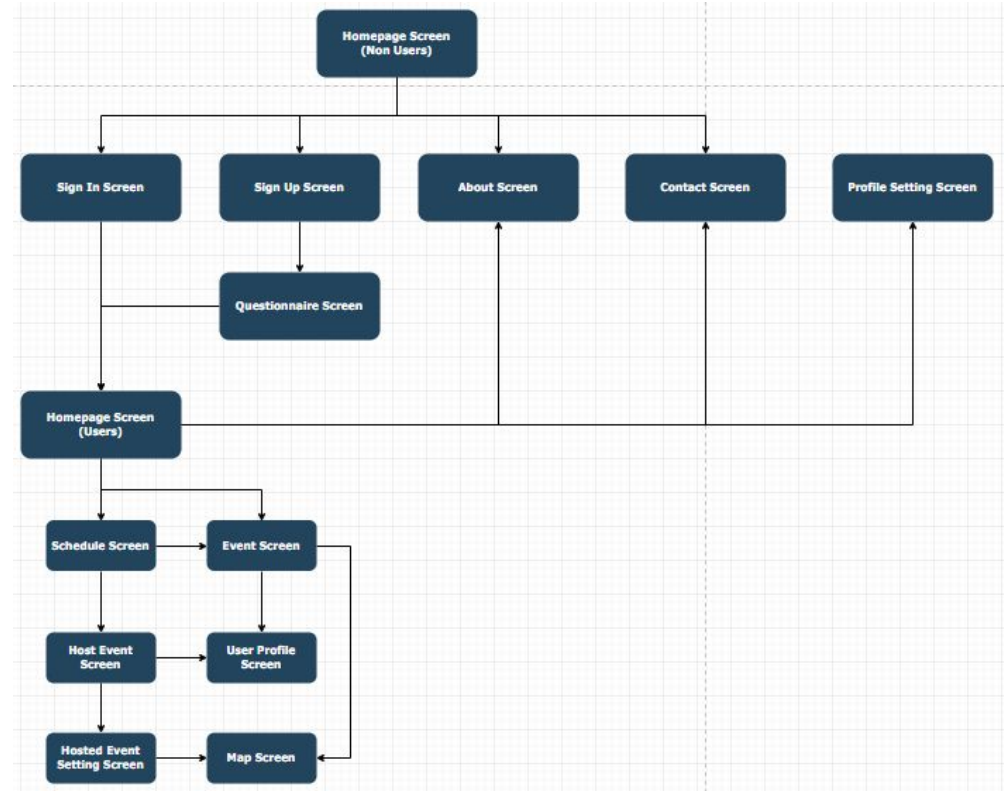# Changes to the Product Requirement Document

- User stories
- Server Sitemap
- Page Description
- Wireframe

User Stories

- As a player, I want to be able to use a User Manual, so that I understand how to use the application.
- As a player, I want to be able to edit a profile that shows my age, skill level, and interested sports, so that I get notified when a related game is started.
- As an app admin, I want to be able to have our database communicate with our application, so that our database can start to save the users information.
- As an admin, I want to have a website that our users can log into, so that they can have access to our product
- As a player, I want to be able to create an account and log in, so that I can use to product to the fullest potential
- As a player, I want to be able to log out, so that no one can use my account when I leave my computer
- As an app admin, I want to be able to have a server backend, so that I can have functionality when a player creates/edits an account and logs in

Updated Product Requirement Document

- Server Sitemap

Updated Product Requirement Document

- Page Description

Page	Elements
Homepage (Non Users)	1. Title 2. Navigation Bar 3. Overlay 4. Background Picture 5. Information Text 6. Informative Pictures 7. About Button 8. Contact Button 9. Create Account Button 10. Sign In Button
Sign Up	1. Title 2. First Name Text 3. First Name Text Field 4. Last Name Text 5. Last Name Text Field 6. Email Text 7. Email Text Field 8. Password Text 9. Password Text Field 10. Sign Up Button 11. Sign In Button
Sign In	1. Title 2. Email Text 3. Email Text Field 4. Password Text 5. Password Text Field 6. Sign Up Button 7. Sign In Button
Questionnaire	1. Question Text 2. Answer Text 3. Answer Text Field 4. Submit Button 5. Back Button 6. Skip Button
About	1. Title 2. Information Text 3. Pictures
Contact	1. Title 2. Information Text 3. Hyperlinks for Contacts 4. Pictures
User Profile	1. Title 2. Information Text 3. Pictures
Filter (Hosted Event Setting)	1. Title 2. Information Text 3. Text Fields for Filter Options 4. Map Button 5. Submit Button 6. Cancel Button
Map Screen	1. Title 2. Information Text 3. Map UI 4. Clickable Map Interface 5. Filter Options 6. Location Text Field 7. Description Text 8. Submit Button 9. Cancel Button

Page	Elements
Homepage (Users)	1. Title 2. Navigation Bar 3. Overlay 4. Background Picture 5. Schedule Button 6. About Button 7. Contact Button 8. Logout Button 9. Setting Button 10. List of Event 11. List of Event Button 12. Filter Button
Profile Setting	1. Title 2. Navigation Bar 3. Overlay 4. Background Picture 5. Schedule Button 6. About Button 7. Contact Button 8. Logout Button 9. Setting Button 10. Profile Setting Button 11. Information
Schedule	1. Title 2. Navigation Bar 3. Overlay 4. Background Picture 5. Schedule Button 6. About Button 7. Contact Button 8. Logout Button 9. Setting Button 10. Profile Setting Button 11. Information 12. List of Event 13. List of Event Button 14. Filter Button 15. Host Button
Event	1. Title 2. Navigation Bar 3. Overlay 4. Background Picture 5. Schedule Button 6. About Button 7. Contact Button 8. Logout Button 9. Setting Button 10. Profile Setting Button 11. Information 12. Event Description 13. Join Button 14. Leave Button 15. Event Description Text Field
Host Event	1. Title 2. Navigation Bar 3. Overlay 4. Background Picture 5. Schedule Button 6. About Button 7. Contact Button 8. Logout Button 9. Setting Button 10. Profile Setting Button 11. Information 12. Host Button Button 13. Cancel Button 14. Event Description Text Field

Updated Product Requirement Document

- Wireframe (Web)
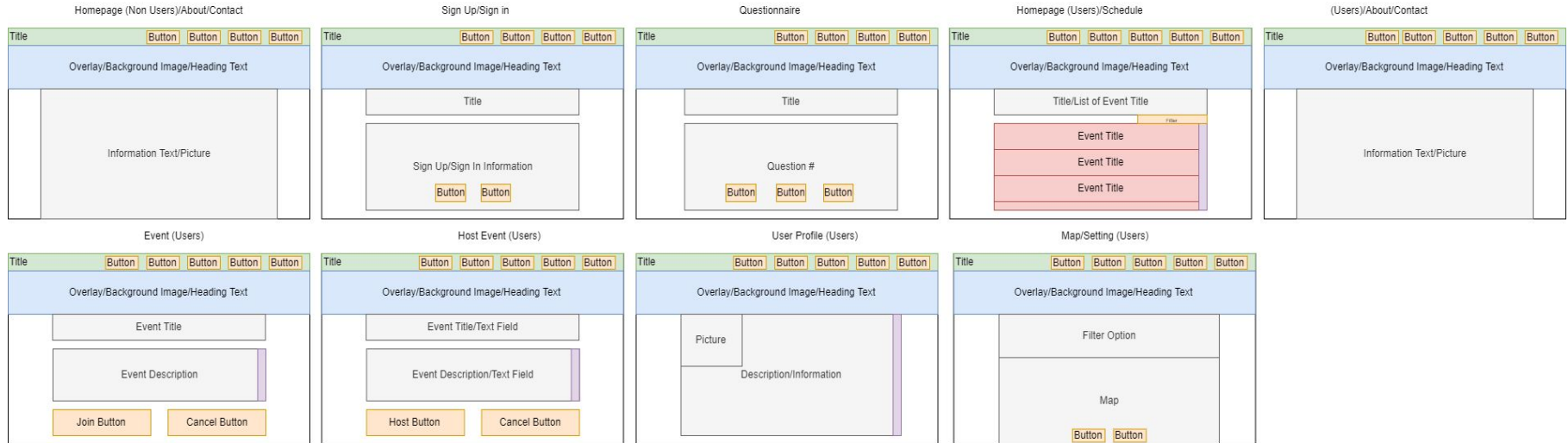
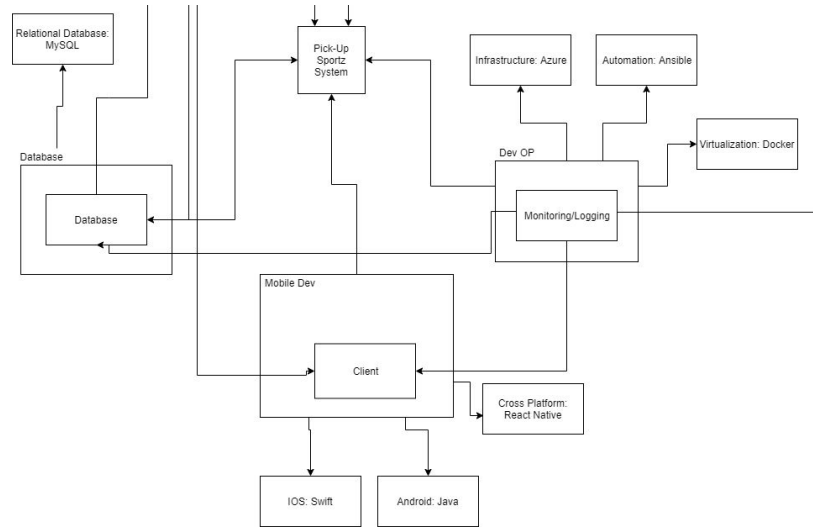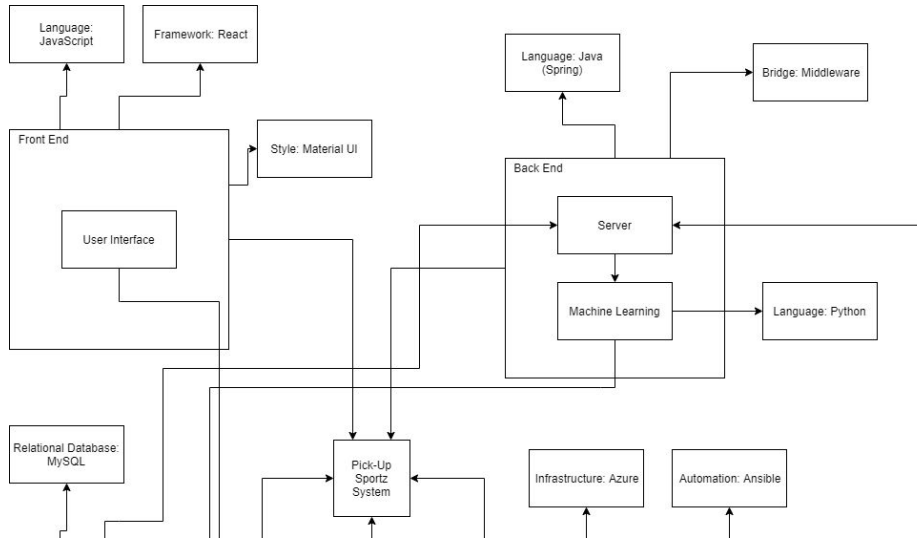# Changes to the Architecture and Design Document

- System Diagram(s) and Component Diagram(s)
- Quality and Quantity Standard
- Activity Diagram
- Sequence Diagram

Describe architecture and alternatives

- Single Page Applications
  - React
- Alternatives
  - Microservices
  - Serverless Architectures

Updated Architecture and Design Document

- System Diagram(s) and Component Diagram(s)

Updated Architecture and Design Document

- Quality and Quantity Standard
  - Front End
    - To set up the front end of our web application, we will be using JavaScript through the React Native framework. By using React Native, there is less burden on us to handle the UI interactions and makes threading a lot easier
  - Mobile Dev
    - For mobile development, using React Native will allow us to develop the application for either the Android, iOS platform, or even both to allow the app to function across both platforms. Most likely focusing on Android development.

Machine Learning Benefit

- The benefit that a machine learning component will bring to the user is an efficient way to navigate the application to find a pick up game

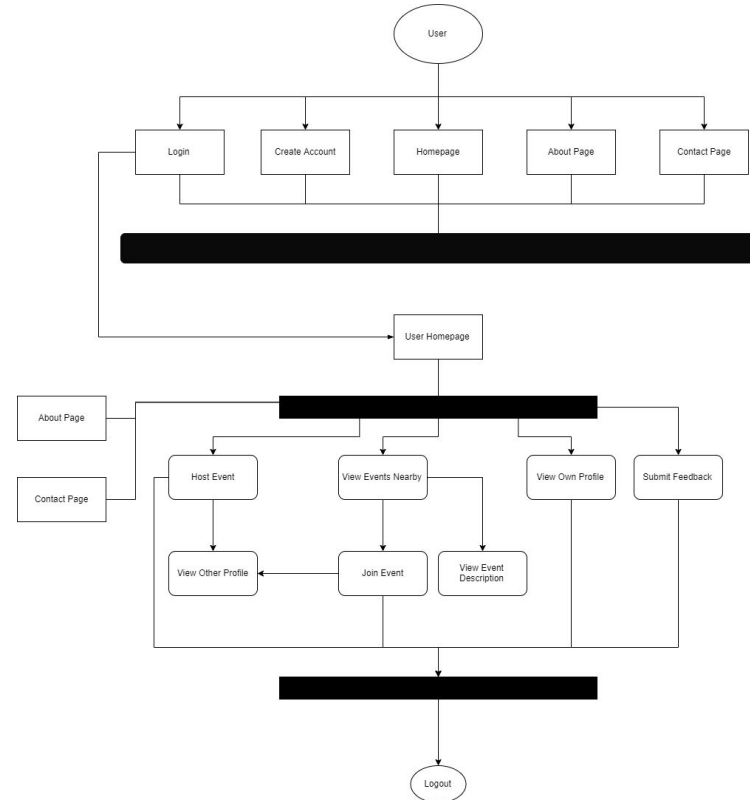# Updated Architecture and Design Document

- Quality and Quantity Standard
  - Back End
    - To set up the back end of our application, the language we are planning to use is Java. To bridge our server to our database we would use a middleware framework.
  - Database
    - To set up the database component, we will be using Firebase's Realtime Database. This database is a NoSQL database that is provided with Firebase.

Updated Architecture and Design Document

- Quality and Quantity Standard
  - DevOp
    - To set up the DevOp component, we will be using Firebase. Firebase provides many tools to our advantage. Tools such as Crashlytics, Performance, Testing Lab, Analytics, and many other components that will help the development team.
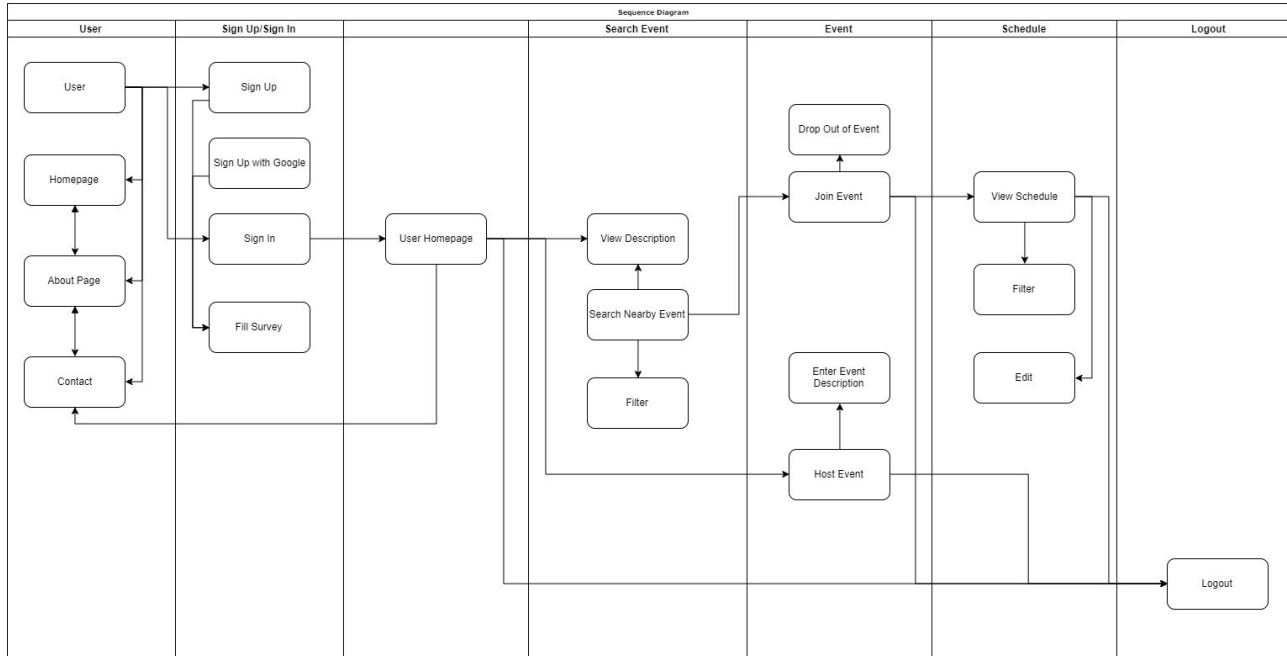
Updated Architecture and Design Document

- Activity Diagram (Web)

Updated Architecture and Design Document

- Sequence Diagram (Web)

User Manual

- Content
  - Product Description
  - Table of Content
  - How to Sign Up
    - With Google API
    - Without Google API
  - How to Sign In
    - Recover Forgotten Password
  - How to Host/Create an Event
  - How to Join an Event

How to Sign Up

When starting up with the application, you will first meet the login/sign up screen. If you have an account already, then go to the "How to Log In" portion if you are in need of assistance in logging in. If not, then when trying to sign in, you are met with two ways to sign up.

Sign up Without Google:

1. Click on "Sign Up".
2. Enter the information the application asks. (i.e. name, address, date of birth, etc).
3. Click on "Sign Up".
4. Answer the questionnaires given.
   Note: Answer truthfully. The answers you give will impact the application to better its and your performance.
5. Click "Finish".

Sign Up With Google:

1. Click on "Sign Up With Google".
   Note: After clicking "Sign Up With Google", a box will appear with an option to enter your email address manually or to look for your email on the suggestion box.
2. Enter your email address in the textbox or click on your email address in the suggestion box.
3. Enter your password when asked.
4. Answer the questionnaires given.
   Note: Answer truthfully. The answers you give will impact the application to better its and your performance.
5. Click "Finish".

User Manual

- Content

  - How to Cancel/Leave an Event

    - For Hosted Event

    - For Joined Event

  - How to Search for an Event

  - How to Change Settings

How to Log In

When starting up the application, you are greeted with the login/sign up page. There are text fields displayed where they are labeled as "username" and "password".

Login:

1. Enter your username in the "username" text field.
   Note: The username is the same username that you entered when signing up.
2. Enter your password in the "password" text field.
   Note: The password is the same password that you entered when signing up. Be careful entering your password. It is case sensitive.
3. Click "Login"
   Note: If everything is entered correctly, then it would sign you in. However, if you didn't enter something correctly, then it will display an error message and not give you access.

Recover Password:

If you forget your password or, for other reasons, you want to change your password, then follow these steps.

1. Click "Forgot Password".
2. Enter your email address in the "email address" text field.
3. Check your email address for a recovery link provided by Pick-Up Sportz.
4. Click the link.
   Note: It will redirect you to to a password recovery page.
5. Enter your new password.
6. Click submit.
   Note: You now have a new password to sign in with.

Code Development

- Front End

  - Language = JavaScript (React.js)

  - Lines of Code = ~ 1100

- Back End

  - Language = Java

  - **This is the coding language of the main server**

- Database

  - Language = NoSQL, Firebase's Realtime Database

  - **The database is utilized in this sprint by saving new users account information and allowing edits to the information.**

Code Release

We were able to launch our website using Firebase Hosting.

Website URL: https://pick-up-sportz-web-app.firebaseapp.com/

This link is available 24/7.

All of the user stories are related to code release besides our user manual story. A total of **85 story points** are towards the user.

Code Release

At the moment, we have just **one click** to get to every function of our product.

We plan to develop a mobile application of our product in the future but the only **platform we have released code for is on a website.**