

What's Completed So Far (Tier I)

Tier 1 Detailed Requirements:

Constraints

- Must be a client-server architecture.
- All data must be stored on the server (no cookies).
- The client interface is browser based (vendor neutral).
- The client interface is device neutral (e.g., works on phones, tablets, laptops, etc.)
- QR Codes must be unique within a single game.

Items Completed as of Now

Theme: Admin is able to manage multiple scavenger hunts.

User Stories:

- 1) 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)
- 2) 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.**
 - e. Set the order the list appears to players during the hunt. (Maybe Done? Does this mean tasks appear after the previous one is done?)
 - f. Assign a url for the hunt.
- 3) As an Admin, I want to be able to edit an existing hunt.
 - a. Can only edit hunts that are Pending or Active (Admins can edit preexisting hunts, actually)
 - ~~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.
- 4) 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. Find an existing account using a person's email address and phone number.~~
 - c. Find an existing account using a person's access code. ← When you type in an access code, you login as that person.
 - ~~d. Invite someone to participate in a hunt by sending the hunt's url and an invitation message to their email, then to send their unique access code to their phone via text message.~~
 - ~~e. A player's access code is unique to the hunt they are invited into (they can have multiple access code but each code goes to a different hunt)~~
 - f. Access codes can be active or disabled or pending invite.
- 5) 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 ← Admins see other admins' hunts. Make it so that admins can only see the hunts **they've** created.

Theme: User can play in a scavenger hunt

User Stories:

- ~~1) 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.~~
- 2) As a Player, I want to be able to team up with other people so we can participate in the hunt as a group ← Should be tested...
 - ~~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 so they can see progress other team members have made.
- 3) 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 ← *Semi-Completed – If you answer a question correctly, you get points.*
 - ~~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.
- 4) 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. ← Semi-Completed. There is a scoreboard, but does it work?
 - ~~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.
- ~~5) 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.~~
- 6) 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.

Players...

- 1) Players are identified by their email and text enabled phone number.
- 2) Each player will be assigned a human consumable and human friendly access code.
- 3) Access codes are sent to the Player’s phone as a text message (“Thank you for Playing ScavengeRUs: Your access code is <insert here>”)
- 4) Access Codes are unique to each player.
- 5) The URL for the game is sent to each Player’s email at the same time as their access code is sent to their phone. (“Thank you for Playing ScavengeRUs. The current hunt is accessed here and your access code has been sent to your phone. Good Luck and have fun!”)
- 6) Each Player will have game status stored on the server.
- 7) Each Player will have a username associated with them (defaults to a random number).
- 8) Additional information about each player may be stored on the server.

Epic: Tier 1 Release (From the PDF)

Theme: Admin is able to manage multiple scavenger hunts.

User Stories:

- 6) 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)
- 7) 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.
 - e. Set the order the list appears to players during the hunt.
 - f. Assign a url for the hunt.
- 8) 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
- 9) 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. Find an existing account using a person's email address and phone number.
 - c. Find an existing account using a person's access code.
 - d. Invite someone to participate in a hunt by sending the hunt's url and an invitation message to their email, then to send their unique access code to their phone via text message.
 - e. A player's access code is unique to the hunt they are invited into (they can have multiple access code but each code goes to a different hunt)
 - f. Access codes can be active or disabled or pending invite.
- 10) 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

Theme: User can play in a scavenger hunt

User Stories:

- 7) 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
- 8) 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 so they can see progress other team members have made
- 9) 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)
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- i. Valid entry, progress is recorded.
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- 10) 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
- 11) 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
- 12) 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.

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Game...

- 1) Players are presented with a fixed list of task labels upon entering a valid access code.
- 2) Each task label in the list is displayed with a completion indicator next to each.
- 3) The game consists of a variable length list of tasks (in Tier 1 this will be QR Codes only).
- 4) Each task has a GPS location associated with it and a label.
- 5) Each QR code is stored as an image and decoded text.
- 6) Scanning a QR Code from within the client interface will complete a task.
- 7) Alternatively, Players can manually enter the decoded QR Code from within the client interface to complete a task.
- 8) An invalid QR Code (i.e. one not in the list) or an invalid decoded text will result in an error message to the Player.
- 9) A valid QR Code or a valid decoded text will result in the status indicator changing to show task completion in the user interface for that Player.
- 10) Task completion is updated to the server along with a timestamp.
- 11) If the Player completes all the tasks in the list, they get a Congratulations message in the client interface and in an email.
- 12) Players also have the ability to edit their display name which defaults to a random number.
When the game is concluded, each Player is sent an email with their results and ranking.

Items Completed Since Team 1

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Items Completed Since Team 2

- [Put Documentation Here]

