

## ScavengeRUs Current Backlog

### Epic: Tier 1 Release

**Green** – Sprintable

**Yellow** – Needs further discussion

**Gray** – Not Sprintable

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**Theme: Pick up where the last team left off**

#### User Stories:

**1. As a developer, I want to ensure that the existing codebase is functional and works as expected.**

#### Acceptance Criteria:

- Each Dev Team member can run the application locally in their development environment
- Methods/Classes should be verified that they perform as the documentation states that they do. Be sure to document any issues here.
- \*\* Identify the issues, not necessarily fix

\*Some problems we are aware of:

TasksCompleted needs to be moved to access code from user

SecretsFilePath does not point to an active file (does not create it), thus may need to be added manually or created. Also, password should be within the file (as that is what is attempted to be retrieved from the file)

#### Risks:

Bugs might not be needed to be fixed now

Bugs might also break lots of code if fixed. Potentially making this un-sprintable.

**2. As a developer, I want to have a full understanding of the current state of the project relative to the “ScavengersRUs” document.**

#### Acceptance Criteria:

- Identify the features that have been completed or attempted.
- Identify which features may have been implemented differently than how they are described in the document.

- Generate a list of features the previous team claims were implemented

Output:

Document that has the features completed this far. Base on previous groups sprint user stories.

**3. As a student on a team, I want to have a working source control strategy so that I can be confident my future code changes will merge successfully.**

Acceptance Criteria:

- Each dev member can create a feature branch, make a change/addition to a comment in an existing file, merge into a common base/branch and the application will build and run after all the changes are merged. Make sure each member has a fork of the repo.

**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**

- 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**

- Set a start date and an end date
- Assign a title and theme
- Set the invitation text that is included in player invitations
- Assign a list of tasks players are to perform
  - 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
- Set the order the list appears to players during the hunt
- 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
- b. Admin can edit any part of the hunt except the status and creation date
- c. Admin can change the status to Active
- d. all the players associated with the hunt at that moment (it is changed to active) 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
- d. Invite someone to participate in a hunt by sending the hunt's url and a 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**

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**Theme: User is able to 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**

- 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**

- 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
  - Valid entry, progress is recorded
    - A valid entry updates their status on the server with a timestamp
  - Invalid entry, no progress is recorded
  - 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**

- 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**

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**Theme: Ensure the next team can pick up where we left off**

**User Stories:**

**1. As a student, I want to ensure that our documentation is clear and concise for the team that follows us**

Acceptance criteria:

- All files related to documentation within the repo are saved as PDFs instead of .dox or .txt so that they do not need to be downloaded to be viewed