**Sprint Planning Document 1**

**Play Boiler**

**Craig Brentz, Jake Brown, Denver Kirschling, Dylan Smith**

**Team number 7**

**Sprint Overview**

For the first sprint we want to focus on setting up the server and database as well as some basic UI elements. By the end of the sprint, the app should be able to communicate with the server and add information to the database.

The SCRUM master will be Denver for this sprint. Our meeting schedule will be Monday and Thursday.

The biggest challenge for this sprint will be getting the application to communicate with the server. We have a server right now that needs to be edited to send the correct information. A risk of this task would be breaking the server completely.

**Sprint Details**

User stories:

1. As a user, I would like to have my own personal profile with a list of sports I play, a picture, who I follow and other features if time allows.

This story involves creating a page in the application that allows the user to fill out a profile of information about themselves. This also includes building the entire skeleton of the user interface. If time allows we will store this information in the database. The team member working on this will be Craig. Estimated time: 16 hours

2. As a user, I would like to be able to create an event.

For this story, we need to have communication working between the server and the app. The database also needs to accept all relevant information about the event. This story also required a UI page in the application that allows the user to fill out information about their event. Since this story requires work in the app, serve and database, all users (Denver, Jacob, Dylan, Craig) will work on this story. Estimated time: 20 total

3. As an event creator, I would like to be able to view my created pickup game and who all is coming to it.

For this story, we need to access the database on the user’s phone, which will store information about events that the user has created. A page on the application will be created that displays this information. Craig and Denver will work on this story. Estimated time: 12 hours.

4. As a user, I would like to view all upcoming events.

This story requires a page in the application that displays search results about current events. We need to send information to the server that queries the database and sends back all relevant information. All team members will contribute to this story. Estimated time: 16 total

5. As a user, I would like to be able to search and browse for games based on time, skill-level, sport, and location.

This story is a subset of the previous story. Once search starts working we will provide an implementation that allows users to filter searches for certain information such as time, sport, and location. Jacob and Denver will work on the UI and server aspects of this story. Estimated time: 10 hours

Non-functional Requirements:

Server: We need a server in C that handles requests from the application and parses the message into a query which will retrieve information from the database. Dylan will work on the server. Estimated time: 10 hours

Server Database: We will have a database that stores information about created events and user profile data. Denver will work on this requirement. Estimated time: 5 hours

App Database: We will have a database on the app that stores information about search results and events that the user has created. Jacob will work on this requirement. Estimated time: 5 hours

Basic UI: We will have an application that a user can interact with and provides an interface for user stories. For this sprint the skeleton of the application will be done with pages for the stories mentioned above. Craig will work on this requirement. Estimated time: 10 hours

**Backlog**

As a user, I would like to alert users of a pickup game I’m hosting including where it is and what sport is being played and be able to determine the interval at which the game is created. For example, every Wednesday at 12:30 I would like to create a pickup soccer game on the Rec fields.

As a user, I would like to be able to join a pickup game that’s being hosted.

As a skilled sports player, I would like to be able to play with other people of my skill level.

As a user, I would like to be able to leave a pickup game that I had joined.

As a user, I would like to be able to create a bracketed tournament of teams for tournament style play if time allows.

As a user, I would like to be able to host other kind of events, such as parties etc. if time allows.

As a user, I would like to be able to set preferences on when I get alerted by the application.

As a user, I would like to be able to see how many people are in the current pickup game and make sure that it doesn’t go over the allotted amount.

As a user, I would like to be able to invite people to play in pickup games with me if time allows.

As a user, I would like to be able to undo any action I have done in the app, such as remove followers, games, etc.

As a user, I would like to be able to avoid specific players based on sportsmanship levels if time allows.

As a moderator, I would like to be able to remove specific events and user names based on their level of appropriateness.

As a user, I would like to be able to see my past games if time allows.

As a user, I would like to be able to see my win loss record for certain sports if time allows.