SCAVENGER

Coin-flippers: Dane, Ariana, Mabelyn, Priyanka

Project Definition

Scavenger is a mobile application that allows users to create, manage and join a scavenger hunt. The idea came to be when we decided that we wanted to incorporate some of the experiences we shared at UNCG, the main one being SOAR. We decided that a scavenger hunt would be a fun way of learning how to get around campus and discover local areas for new students.

◇ The hunt will be managed by an admin with the code and password for a created hunt. The goal is to be able to create/join scavenger hunts.

◇ The project will be broken down into parts and divided among the team members. The established parts so far are: geolocation, GUI, database development, user management. We will be using android studio and Java to implement the application for Android devices.

Functional – Host

◇ Must be logged into an account
◇ Create a new scavenger hunt
◇ Manage existing scavenger hunts
◇ Schedule a date/time for scavengers to be held

Functional – General

◇ Enter a code to participate in an existing scavenger hunt
◇ Follow clues to complete the hunt
   ▪ Must go in chronological order
◇ View previous clue

Products

◇ Android Studio
  - We are using Android Studio because it's free and optimized for creating for Android devices
  - Java is the official language of Android development and is supported by Android Studio.
  - We decided not to use Flutter because it uses Dart, and we didn't want to learn another language. Easier to use Android Studio because we already know Java
  - Flutter has less support for Google Maps API than Android Studio

Products

◇ Google Maps API
  ▪ With the Maps SDK for Android, you can add maps based on Google Maps data to your application. The API automatically handles access to Google Maps servers, data downloading, map display, and response to map gestures.
  ▪ There's a lot of documentation and features available
  ▪ Very customizable

Products

◇ Amazon AWS Database:
- We are using Amazon AWS Database because it's free with our UNCG student email.
- It supports a variety of platforms including Android, iOS, etc..

Database:

◇ To store scavenger details and who joins the scavenger
◇ Details/stats from the scavenger hunt that the host can see that goes away after 12 hours.
◇ Store previous clues
◇ Host should be able to see their previously created hunts

Roles

- ◇ Scrum Master
  - ▪ Ariana
- ◇ Back End
  - ▪ Database and User Management: Mabelyn and Priyanka
  - ▪ Geolocation/Map: Ariana and Priyanka
- ◇ Front End
  - ▪ GUI: Dane

Meeting Times

◇ Monday – 3 pm
◇ Thursday – 1:30 pm
◇ Friday – 11 am

User Stories

As a host, I want to create a new scavenger.

◇ Must be logged into an account
◇ Creation page will have an option to edit existing scavengers or create a new one
◇ Access code must be created for others to participate
◇ The start date/time can be scheduled ahead of time

As a scavenger, I want to join an existing scavenger.

◇ Account/login information is not required
◇ The host will have a code for scavengers to input
◇ Upon entering the code to join the scavenger, a random username is provided and clues become available

QUESTIONS?