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Scrummer Mobile

The mobile addition to the scrummer application

Inhoud

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# Introduction

For a project in our education we are currently working on a Scrumboard Application. The name of the application is going to be Scrummer Space. The goal of the project is to create an application that makes it possible to digitally work with the scrum method in future projects. In the application you will be able to work on a project with a group, and for these projects it will create a digital scrumboard. Once you registered for the application you will receive your own profile and you will be able to join or create a project.

There are currently two groups which are working on this project and creating the application. The first group is working on the actual application which should include all of the features noted above. This is the application which will be used on a computer. There is also going to be a part of gamification built in the application. Once you finish certain task you receive experience points. Once you collect enough experience points you will level up. Each profile will have its own level. By leveling up or completing certain objectives you will receive trophies or perks. Some of these perks will give you certain privileges, like leaving class 5 minutes early. These are all still ideas so we’re not certain yet if the perk system will work like we have it in mind.

The first group has already been working on the project for a few weeks and they started programming the API and designing the application. They are still discussing the design and how the final application should be though, so production hasn’t really been started yet. Tom, Davy and Erik, the second group, are going to work on a mobile application for the project. We are starting a few weeks later than the other group, but we will join them from now on and can work with what they have already built.

The mobile application of Scrummer Space doesn’t need the digital scrumboard, since the screen of a mobile phone is way too small to show all this information. Instead we are going to build an application which will make it possible to see you profile, trophies and perks. It will also be possible to see the current projects you’re working om and we are going to make some kind of notification system. We’re not completely sure how we are going to implement this feature. In the end both applications, the pc one and the mobile one, should work as one and the mobile application should be a good addition to the normal web application.

# Style definition

This describes the basic style of the application.

## Colours

**General**

* #00CC99 - Primary
* #F2F2F2 - Grey Light
* #666666 - Grey Dark

**Tags**

* #6699FF - Docs
* #999999 - Data
* #9900FF - Coding
* #FF9900 - Design
* #00CC99 – Analysis, primary

**Cards**

* #F2F2F2 – To-do
* #E9F0FF - Doing
* #F0DBFF - Verify
* #DBFFF6 - Done!

## Whitespace

Large space: 30px. This space is used between blocks.  
Medium space: 20px. Is used between the border of a block and the content.  
Small space: 10px. Is used between the content of certain elements.

Rounded corners  
Input-elements and buttons: 4px for all corners.  
Other elements: None.

## Typography

**All text**

Letter type: Open Sans Light  
Font-size: to be determined

**Icons**

We will use the icons of Font Awesome.

# Meetings

## 5-6-2016 – First meeting with the group working on the web application

In our first meeting with the other group we discussed what was really needed for the mobile application. Since this was the first meeting with the other group, we also discussed their ideas on the web application and they showed us what they had so far.

The application they’re going to build, is an application which makes it possible to work with a digital scrum board. In this application you will be able to create projects, and each project will have its own board and team of students working on it.

There will also be a bit of gamification build in the application. When you finish certain tasks or a project itself you will earn experience and with this experience you can level up. You will also earn trophies or perks while working in the application and some of these can give you privileges which you can later use in class.

The other group showed us their mock-ups and everything they had so far. They also started working on the API and even some front end developing. Since they are still working out how they are really going to make everything and are still working on their mock-ups, the final design is not ready yet.

We discussed what kind of features they’d like to see build in the mobile application. The application should start with a login / register screen and after the user is logged in the default panel of the mobile application will open. The most important feature of the mobile application is that you can see your profile. Since their profile panel in the web application is very mobile friendly, we are probably going the same one they used and this is going to be the first screen you’ll be redirected to once you login in the application.

They we’re not really sure what other additions and features they’d like to see in the mobile application yet, because they are still working on their own design for their web application. One thing they’d like to see in the application is a notification system.

After some discussing we decided we are also going to add the leader boards (which is a ranking of all users of the application) and we’re going to make it so you can see the projects that you’re currently working on, or that you’ve worked on in the past.

We planned a meeting for later this week to discuss what more we should add, but for now we could make a small start to the project.

## 7-4-2016 – Our first meeting with Sander, our client for the project

In this meeting we discussed the needs of the mobile application with our client and teacher, Sander. Since the meeting in the beginning of the week we started discussing ideas for the application but the most important thing is what our client wants of course.

We told Sander about the things we discussed with the other project group and found out that most features we discussed with the other group weren’t required for our mobile application. Sander told us that the most important features of the application were going the be the trophies / perks, which you can use by selecting them in the application, the notification system, which gives you a notification once a task on the scrum board gets verified and the profile page, which should contain all the information of the person who is logged in. These will be the main features we’re going to be focussing on. Every other feature is optional.

Since we also wanted to have a login and maybe a register system of our mobile, we discussed about how we could implement this into our mobile application. Since the web application is going to work with sessions, this would be really difficult for us to implement into the mobile application. That’s why we decided to use a plugin called Oauth, which makes it work like, for example, Facebook does on different sites than Facebook itself. Once the user starts the mobile application it’s going to be redirected to the web application to log in. After that the web application sends a token to the mobile application which logs the user in.

We also discussed our ideas for the design with Sander. Once you are logged in to the application you will be redirected to the notification menu, where you can see which tasks need to be verified. Above the tasks we are going to show a widget with some information of the user. We will work with tabs which you can swipe through. Next to the notification you will have the perk tab and next to that will be the profile tab.

We are not really sure if this is going to be our final design yet, but from now on we can go start working on our mock-ups. That will also be the task of the next week.

# What are we going to build?

We are going to build a mobile application as an addition to the Scrummer / Scrum board application a group in our class is making. The web application is going to be called Scrummer Space. Our version of the application is going to be called Scrummer Space Mobile.

The web application makes it possible to work with the scrum method in projects all with a digital scrum board. Each user which is going to make use of the application gets a profile, which has certain information and statistics, like a level. You can level up those statistics and your level and unlock certain perks or trophies you can later use in the application.

These perks or trophies will be an important part of the application. These will be unlocked like achievements and some of them can be used to get certain privileges, like arriving at school 5 minutes late without the teachers noticing this.

Each user can take part in a project, or create a project themselves. Each project will have its own scrum board on which the project group can work. In each project you can create user stories. Each user story will have its own scrum board, split in: to-do, doing, verify and done. Once you’re done with your task and you want to move it to verify, it needs to be verified by the person you select. Each team is split up in a scum master (the project leader) and the rest of the team.

We are going to build a mobile application which is going to be an addition to the application noted above. The mobile application isn’t going to contain all of the features of the web application. We’re only going to include some of its core features.

One of the important things of the application is going to be the verify section of the scrum board. In the mobile application you should get notifications of the cards that you have to verify. The perk system is also going to be one of the important features, since you might want to activate one of these perks before you get into class. The last core feature is going to be the profile page, since a user should be able to see all of its information.

## The workflow

Once you start the application you will begin at the login page. We decided to work with Oauth 2.0, which lets you log in through the regular web application. After you login through the web application you will be redirected and logged in to the mobile application. The web application gives a token which will be verified by the mobile application.

Once you’re logged in you will start at the main screen of the dashboard, which will be the notification menu. In this menu you will see all the cards that need your verification. On top of the page will be a widget which shows some of your profile information and your level and experience.

We are going to work with tabs, which you can swipe through. When you swipe to the left you will be taken to the perks / trophies page. On this page you can unlock new perks / trophies and see which perks / trophies you already have unlocked. It’s also possible to activate these perks / trophies on this page, so you can make use of some of its privileges. This page will also have the widget with the profile information on top of the page.

When you swipe to left again, to the third tab of the screen, you will arrive at the profile page. On this page you will be able to see all your information, like your name, level, class, experience, powers and contact information.

We also discussed some features which we might add if we have time left. In case we do, we might add a menu button which lets you edit your profile page or the settings of the application and we also might be adding the leader boards.

So the core features of the application will be:

* Login screen (through the web application with Oauth 2.0)
* The main dashboard which includes the following tabs:
  + Notification page with profile widget on the top
  + Perks / Trophies page with profile widget on the top
  + The profile page which includes all the user information
  + Edit profile page (optional)
  + Leader boards (optional)