|

Scrummer Mobile

The mobile addition to the scrummer application

Inhoud

[Introduction 2](#_Toc447713832)

[Style definition 3](#_Toc447713833)

[Colours 3](#_Toc447713834)

[Whitespace 4](#_Toc447713835)

[Typography 4](#_Toc447713836)

# 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 level 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 me, 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.