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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.

# Kerntaak 1

## Stel de informatie behoefte vast

### 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 directed 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.

### 14-4-2016 – Our second meeting with Sander

By the time we had this meeting, we had our first mock-ups ready. Everyone in the group made its own mock-ups and we found out that we all mostly had the same idea in our head for the design. We worked out all the features discussed in the previous meeting. In this meeting we were going to show our mock-ups to Sander to discuss our design.

We started with the landing page of the application: the notification tab. As soon as we showed it to Sander he started to think about what else we should be adding. What we really missed was a true purpose for the mobile application. That’s why we wanted to expand our notification tab.

Sander came with the idea to split it into multiple tabs. These are going to be urgent, checked and verification needed. I’ll go into detail in these tabs below.

**Urgent**

We will list all cards of the user which have to be finished in 7 days. These will be the so called deadline cards and since you want to know which cards need your attention, we’re going to add this tab. It will also be possible to move cards by swiping them. This way they can be moved from:

To-do -> Doing -> Verify

**Checked**

This will show all cards which you previously put in verify and are now verified by the user who needed to check the card. If it’s verified as good you can move the card to done by swiping to the right and if it’s verified as bad you can move it back to doing by swiping it to the left.

**Verification needed**

This will show all the cards that need your verification. It will not be possible to verify them in the mobile application itself, but this way you know there are some cards that need your attention.

The rest of our mock-up, the perks and the profile page, were approved by Sander. Our perk page needed a little bit of work because we had the idea of the perks a little bit wrong, but the layout was fine.

Since the other project group made some big changes to their mock-ups, like using a different pack of icons, we are going to make our new mock-ups with the ideas discussed in this meeting. We are probably going to have another meeting next week to discuss our new mock-ups.

### 26-5-2016 – Our Third meeting with Sander

After we updated our mock-ups, we went to Sander to get his opinion on them. He was in overall pleased with the designs. But we did discuss some minor details:

- When u click on a perk, a pop-up window will show up to show u the information about this perk. How much it costs to use, what it does and more information.

- There are 3 different tiers of perks. Tier 1 can be achieved by getting a minimal of 200 points in the specific perk set. Tier 2 can be achieved by getting a minimal of 500 points. And tier 3 can be achieved by getting a minimal of 950 points.

- The first 3 of the 5 achievements are for discounts. The discount of the achievement is on every other perk permanently.

- If a different school doesn’t support a certain perk. Then this perk will be de-activated. The perk will still be available to get. But when u click on it to check the info, a warning will show up saying: “This perk is not supported by your current school.”

- We’ve heard that it isn’t possible to change the colour of the numbers depending on the background in the mobile version. So we need to find something on that.

- The “Verification needed” tab has been renamed to “Attention”. In this tab the user sees what cards he needs to verify. If the user swipes the card, a context menu will appear to fix any mistakes he made.

- The amount of points that the card gives you will be shown after u verified it.

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## 1.2 Maak een plan van aanpak

### Our activities

For this project we are going to start with having meetings each week so we know exactly what is necessary for the application. After the first meeting we are going to set up our first mock-ups to further discuss our design and to make sure we are building exactly what Sander wants us to build.

We have to set up a planning for the project and everyone has to set up its own timesheet so we know exactly how many hours everyone is working on certain parts of the project.

We are also going to plan meetings with the other project group. Since they are making the backend of the application and our styling in the design has to be mostly the same as theirs, this will be necessary.

After Sander approves of our mock-ups and we’re sure we know exactly what we are going to make, we can start building our technical design and writing out all of our features. These will be activities where everyone of the project is going to take part in.

Once we make sure everything is approved and ready we can move on to the next phase of the project. For now, this is what we have planned.

### Scrum method

We are going to work in our project with the scrum method. This is the same method as the method we are developing the Scrummer Space application for. The application is going to make it easier to work with this method.

We have our own scrum board and every week is going to be a sprint of the application. Everyone gets a task at the beginning of the spring and by the end of the week (or sprint) this task has to be done. Each week we will discuss what everyone did and made and we will combine what everyone has made into our develop environment.

The first weeks the sprints will mostly be split up in creating the documentation and the mock-ups. Once we start developing and programming everyone will be focussing on a certain feature of the application.

### Realisation

Our design and mock-ups will be made in Axure Pro 8. This program will make it easy for us to create a functional design. In this design you will be able to see how each feature of the application works.

We are going to build the application with visual studio. This program has a component for mobile development which we are going to use. We are planning to make the application in HTML5 and JavaScript and after we finished it we are going to wrap it up into a mobile application.

The other project group is developing the core of the application, which is going to be in Python with the framework Django. This core is going to be the backend which we will also use for out mobile application.

### Requirements

Everyone has to set up their own test environment which we will go in deeper later in the documentation. We are going to work with GitHub to share our code and publish each new change to our develop environment.

### Role distribution

Since Tom has the most experience in programming, he is going to be the lead programmer. The backend of the application will be provided by the other project group, so most of it is going to be front end developing. Erik is also going to focus on programming and writing the documentation. Davy will also pick up some programming, but since he is still learning JavaScript he will mostly be focussing on the design and the documentation.

## 1.4 – Het technische ontwerp

## 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)
  + Login will be possible through Facebook, Google or the application itself
* The main dashboard which includes the following tabs:
  + Notification page with profile widget on the top
    - The urgent page
    - The checked page
    - The verification needed page
  + 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)

## 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.

## Feature list

### Login