Feature list ScrummerMobile

**Profile**

1. **Profile Widget**

*What is it?*

A widget / box of information

*What is its purpose?*

Displaying important information which belongs to the user.

*How does it work?*

* + Displays the user image, name, class, powers and level.
  + The power levels can increase or decrease depending on actions in the perks tab or elsewhere.
  + The level can only increase.

1. **Experience**

*What is it?*

An experience bar

*What is its purpose?*

Displaying the amount of experience the user has acquired.

*How does it work?*

* + The experience bar will fill when certain tasks are completed. For example, putting a card to done. It can’t decrease.

1. **Skills**

*What is it?*

A mastery, teamwork and responsibility bar

*What is its purpose?*

Displaying the amount of experience the user has acquired in a particular skill.

*How does it work?*

* + The bar will fill when certain tasks are completed. The bar can’t decrease and has a max of 100%. If a 100% has been reached, it will display “MAX”.

1. **Powers**

*What is it?*

Experience bars

*What is its purpose?*

Displaying the amount of power points in the specific bar

*How does it work?*

* + There are five different powers: Analyse, Design, Data, Coding and Documentation.
  + When someone completes a card of a specific type (ex. design), they will get points in that bar. This can fill up and will max at 1000 points. It can also decrease if you use a perk.
  + Every bar is counted individually.

1. **Contact**

*What is it?*

Contact information

*What is its purpose?*

Displaying the user his e-mail and number.

*How does it work?*

* + The contact information is displayed at the bottom of the profile page.