

Backlog

- Database interaction- **DONE**
 - This should require the most work
 - Need to figure out libraries
 - Need to work on code
 - How will the Kotlin code work with PHP and SQL
- Player accounts- **DONE**
 - Not much work, but depends on Database Interaction working
 - Usernames, passwords
- Forming teams amongst player accounts- **DONE**
 - How we get injections in to the SQL database for accounts within their own database
- Have teams be able to compete against each other within the app- **DONE**
 - Using real-life scores
 - Needs to have records stored for each team and player in SQL other than that not much work
- Password Hashing
 - Password security
 - Not just stored as plain text
 - Work depends on current database interaction
- Leaderboard for local courts
 - Be able to see scoreboard for different courts
- Player queue - Who's up next for the court
- Location services using Google maps API(Prototype)