Group number: 5
Team members: Jalyn Derry, Nicholas Huang, Alekhya Kuchimanchi, Kelly Sun
Name of project: Step Strikers
Dependencies: Firebase

Special Instructions:

- We have four example accounts that are fully set up to use the app
    a. Username: Player 1, password: pass1
    b. Username: Player 2, password: pass2
    c. Username: Player 3, password: pass3
    d. Username: Player 4, password: pass4
- If running multiple instances of the app, make sure to log in with different users
- To test the non-battle screens of our app, you don't need to run the server. Just click the sign-in button and log in as one of the two accounts listed above.
- To run the server, open the project on Xcode and press run.
- To test the battle screens, run the server and log in on our app. Swipe left from the home screen twice. You can click either "join team" or "create team".
    a. The first time you run the simulator a pop-up asking for read-and-write data for the health app will appear, allowing both read and write permissions
    b. To view step count on the stats menu, add steps to the health app on the simulator[1]
    c. Please allow notifications with the alert that should show up when you first create a new simulator and run our app for the first time
- Each battle consists of two teams. The easiest way to test is to have two simulators and click "Create team" for both. This will give you a battle with one player in each team. For more players on a team, pull up additional simulators, click "join team", and type in the code shown on the screen of one of the "create team" simulators
- Use iPhone 14 Pro simulators
    a. Use add additional simulators to create more simulators of the same type

---

[1] When in simulator to get the steps count to show up,
1. go to home on the simulator
2. go to the health app
3. go to activity
4. go to steps
5. add data for today in steps

Feature	Description	Release planned	Release actual	Deviations (if any)	Who/Percentage worked on
Audio	Plays audio and sound effects depending on your screen and object interaction (respectively)	Not planned	Beta	Audio scratching before the start of the background music	Jalyn 100%
Step Counting	Get the step count from the health app on the phone and display it on the stats menu. Use the step count for notifications and item drops	Beta	Beta	N/A	Alekhya 50% Nick 50%
Firebase	Set up and integrate Firebase for the app, design database	Alpha	Alpha	N/A	Kelly 100%
UI	Design UI o Figma and implement the UI on view controllers programmatically in XCode	Alpha	Alpha	N/A	Nick 50% Alekhya 50%
Settings	Allow the user to customize the game experience with volume, blood mode, dark mode, vibrations, delete the account, log out	Beta	Beta	Volume is functional unlike planned Vibrations is not functional	Nick 45% Alekhya 45% Jalyn 5% Kelly 5%
Multiplayer/synchronization	Keep data in sync between all players and cue players when to move to the next screens, take	Alpha	Alpha	N/A	Kelly 95% Alekhya 5%

	turns, etc				
Pixel graphics	Contribute towards the app's pixel art style either by sourcing free pixel art or creating it	Alpha (technically design doc)	Alpha	N/A	Alekhya 50% Nick 50%
Object Oriented Design	Create classes and object functionality for scale-able interactions	Alpha	Alpha	Enemy/Teammate interactions are not through objects anymore, but rather through structs for firebase scaling	Jalyn 100%
Animations	Make pixel art move on the stats menu, roll initiative, and battle loss with either the character sprites or the dice	Alpha	Final	There are no animations in battle.	Alekhya 100%
Notifications	Implemented in-game and push notifications whenever the player reaches a step milestone	Beta	Beta	N/A	Nick 100%
Gesture Recognition	Shake to roll, long press, swipe	Final	Final	N/A	Kelly 10% Alekhya 15% Nick 75%
Tests	Test the functionality of classes and objects	Not planned	Alpha	These tests were deleted by Beta because it got redesigned for Firebase functionality	Jalyn 100%
Message Log	Display live updates on idle screens as to what the active player is doing	Not planned	Alpha	N/A	Jalyn 50% Kelly 50%
Server	The entity that	Not	Alpha	N/A	Kelly 100%

	connects all players participating in a battle	planned			
Item Drops	The game grants random item drops whenever the player reaches a step milestone or wins a battle	Beta	Beta	N/A	Nick 50% Jalyn 50%