Who:
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Title: Snatch and Grab

Description: An easy to pick up, fast paced game where you compete with your friends to get the high score.

Vision Statement: Bring people together competitively through a mobile game.

Motivation: We want to learn how to create an app in android and iOS.

Risks:
- Working with new language and platforms
- Meeting scheduling
- Developing on two different platforms

Mitigation Strategies:
- Use online tools and tutorials
- Schedule meetings through google calendars

VCS: Github https://github.com/jdsanchez93/CSCI-3308

List of Requirements:

User requirements

ID	Description	Agile Sizing	Priority
US-01	As a user, I want a leaderboard to compare my score to others.	3	Medium
US-02	As a user, I want to start up and play Snatch and Grab quickly so I can play faster.	1	Low
US-03	As a user, I want the ability to retrieve my username or password securely	5	Medium

Functional requirements

ID	Description	Agile Sizing	Priority
F-01	The game gets harder and faster as you score more points	3	Medium
F-02	Users need to sign in securely using a username and password so their score cannot get hacked.	5	High
F-03	Be able to search for friends	2	Medium
F-04	Make sure the hitboxes are defined so users don't lose from a fluke.	2	Low
F-05	Have a short (< 2 second) introduction before user can play.	1	Low
F-06	Have a screen at the end with statistics of how many points were scored, time, etc.	2	Low

Non-functional requirements

ID	Description	Agile Sizing	Priority
NFR-01	As a developer, I want the app to start quickly so users don't get frustrated.	2	Low
NFR-02	As a developer, I want the game to have advertisements on it.	1	Nice-to-have
NFR-03	As a developer, I want the code to be modular so changes are easier to implement	1	High

Methodology: Agile with a whisper of waterfall

Project Tracking software: Trello
        Link: https://trello.com/b/UDhcnrhF/snatch-and-grab

Project plan:

🍎 Chrome File Edit View History Bookmarks People Window Help   91% 🔋 Wed 9:46 PM 🔍 ☰

Yadira

Snatch and Grab | Trello ✕

← → C 🔒 https://trello.com/b/UDhcnrhF/snatch-and-grab ☆ ☰

📖 Boards 🔍 🐺 New stuff! ▦ Trello + Y Yadira 🔔

Snatch and Grab ☆ ⊕ Public ‹ **Show Menu**

Project Part 1 ⊘

PDF requirements
☑ 8/10

Add a card…

Set-up ⊘

Decide on Standing Meeting Time/Day
👁 DP NG Y

Familiarize with programming language with iOS
👁 🕐 Sep 28 DP NG Y

Acquire developing platform
👁 🕐 Sep 29 DP Y

Brainstorm what game will look like
👁 🕐 Sep 30 DP NG Y

Program basic game
🕐 Oct 12

Choose database software
🕐 Sep 30

Set-up web server/test web server

Add a card…

Game Development ⊘

Design GUI
🕐 Oct 6

Creation of prototype
🕐 Oct 8

Add artwork
👁 🕐 Oct 11 NG Y

Demo
🕐 Oct 12

User database
🕐 Oct 24

Add security features
🕐 Oct 24

Game Testing
💬 1 🕐 Oct 31

Add a card…

Revision ⊘

Add to app store
💬 1 🕐 Nov 9

Add support for any bugs

Begin work on Android development

Add a card…

Add a list…