**Project Avalanche: Week 4 Sprint**

Meeting 4: 4/26/2016

**Minutes:**

* Incorporated Predictor algorithm into application.
* Using a 2 out of 3 combination gave accuracy between 72.27-76.95% accuracy.
* Using prediction algorithm that leans heavily on Bayes gives 78.13-83.98% accuracy.
* SQLite is working in our application.
* Basic functionality was accomplished, now we need to set out to add graphical appeal.

**Week 4 Sprint Work Division:**

Mario: Work on getting Android Studio to recognize the SPI Jar files. Work on incorporating sound to the application.

Margaret: Work on the Week results User Interface. Finalize algorithm optimization document.

Patrick: Create splash screen for app intro. Work on Season results User Interface.

Christine: Work on Week games User Interface. Added Instructions to login screen with custom graphics; added season\_results to end; created custom radio buttons in Photoshop and added to app; tweaked GUI/layout to look better.

**Backlog:**

* Add more animations to make the application more exciting.
* Incorporate Social Media features.

**Burndown Chart:**

**Progress/User Stories:**

* We need to get the Service Provider Interface to be incorporated into the application.
* We would like to add “fun” graphics to the application.
* We would like to add sound to grab the user’s attention.
* We would like add a splash screen.
* We would like to make the Week Games and Week Results activities more intuitive.
* We would like to add a high scores section at the end of the simulation.
* We would like to have an instructions activity.

**Video Capture:**

Video capture can be found in:

https://github.tamu.edu/marioaguilar/avalanche/

./video