Team 10: Autrui Iteration 1 Sprint Planning Document

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Purpose

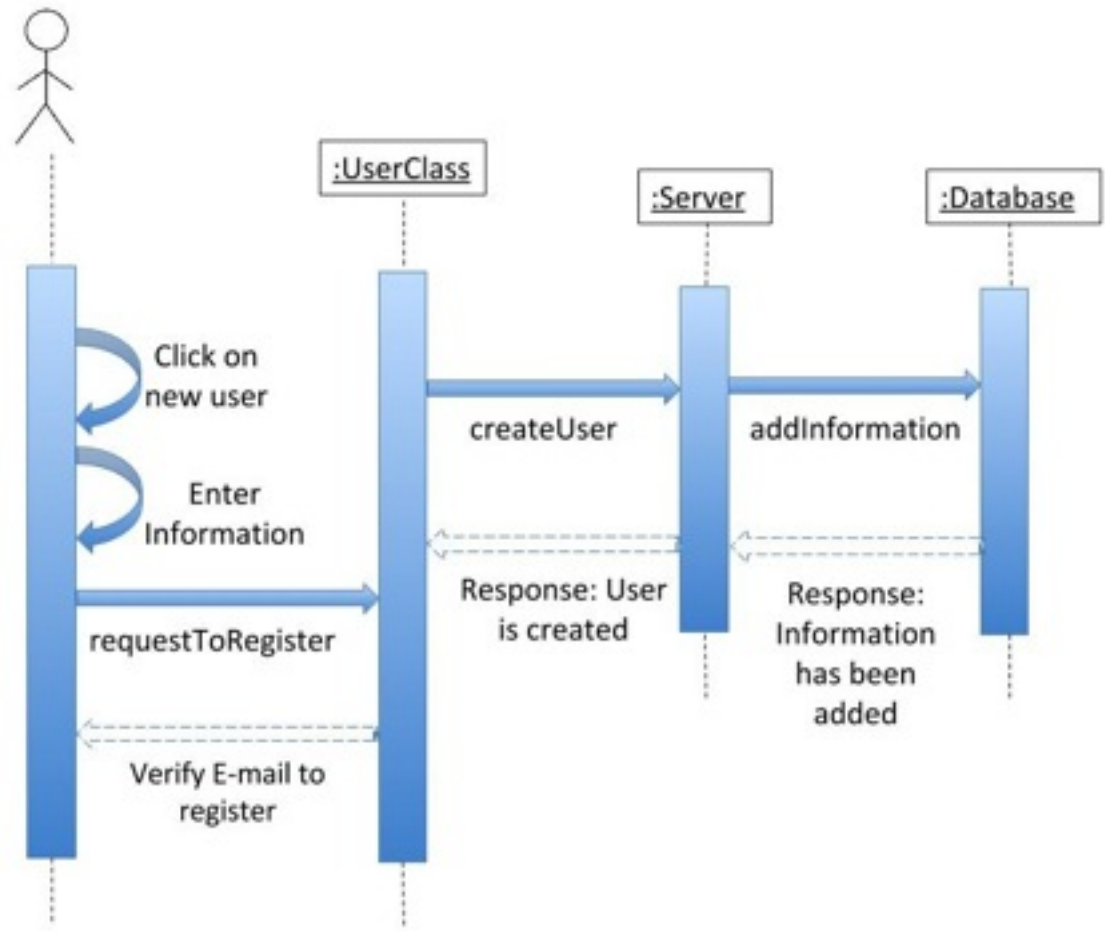
The purpose of this document is to illustrate the goals and user stories for Sprint 1. Furthermore, this document contains description of tasks and individual work assignments for the sprint.

The purpose of the project is to provide a social platform enabling users to interact through random acts of kindness. The project will take form of an android application mapping and measuring kind deeds on both local and global levels.

Background Information

The team has submitted a project charter, project backlog and design document highlighting the problem statement and important aspects of the mobile phone application. The team has made key decisions on design priorities and issues. Moreover, a mockup of the graphical user interface design of the application has been created.

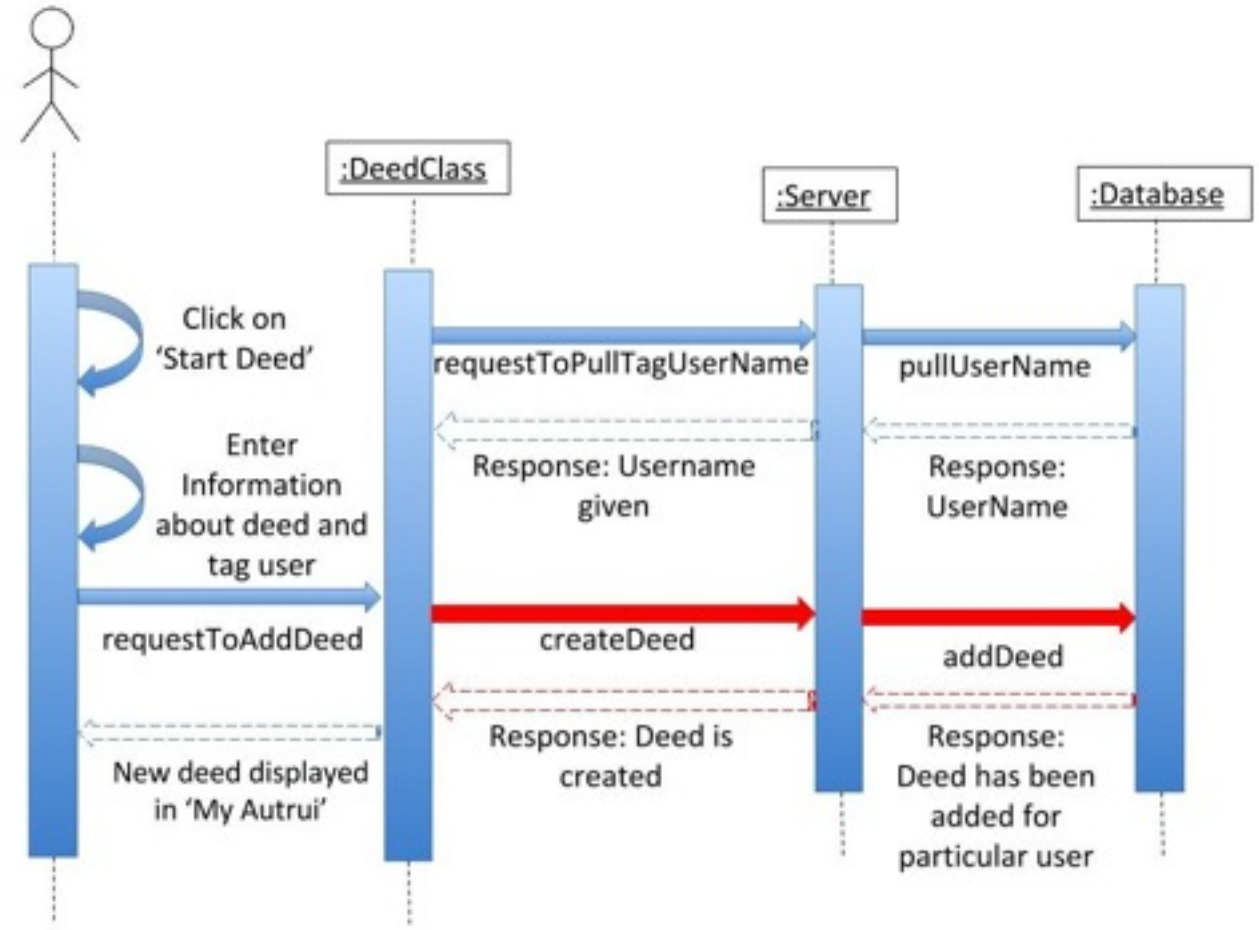
User Stories



User Application E-mail Registration Interaction

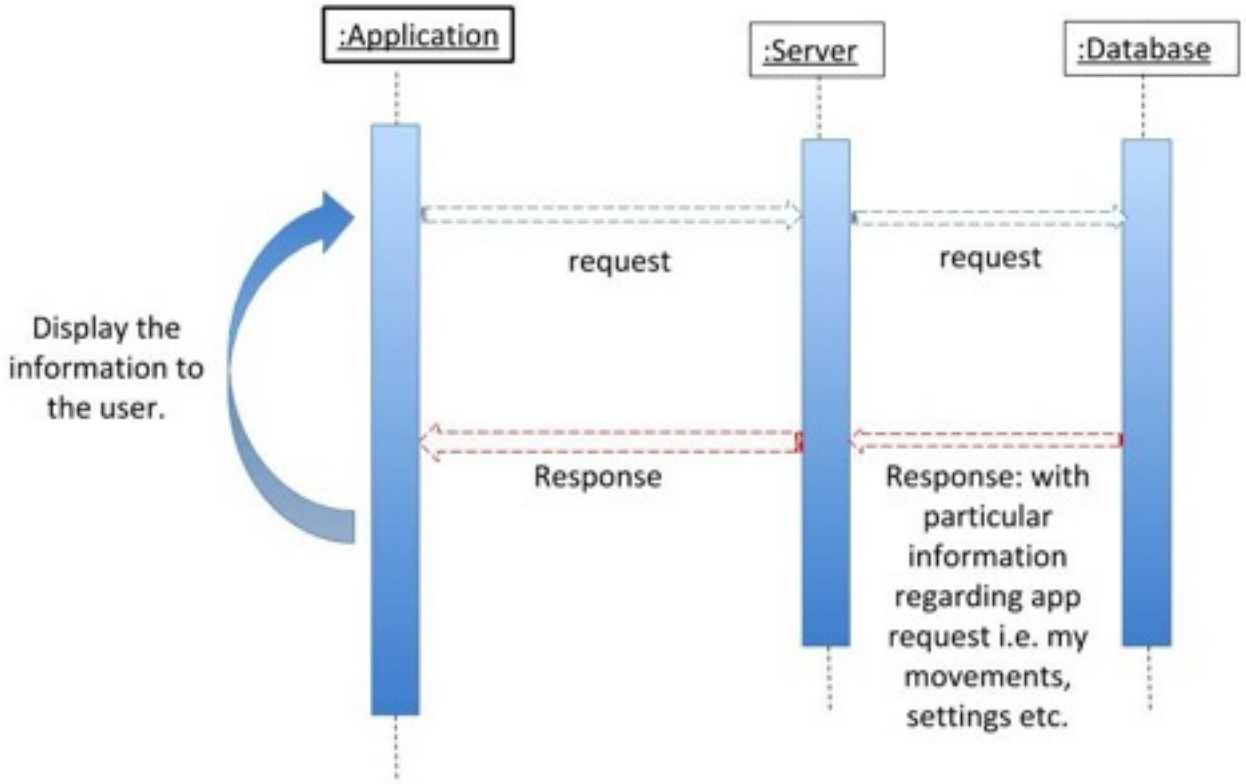
This diagram illustrates the process which takes place when the user wants to register to the application. The user fills out the information and sends a request to be registered. For every user there is a object inside the UserClass which stores their information. The new user information is sent to the server and then the server adds the information to the database. The database responds back to the server with the response that the information has been added successfully. Then the server responds back to the UserClass with the response that the user has been created and only E-mail verification is required. After the user has verified their E-mail, they can view their information in the My Autrui.

User Application Deed Creation Interaction



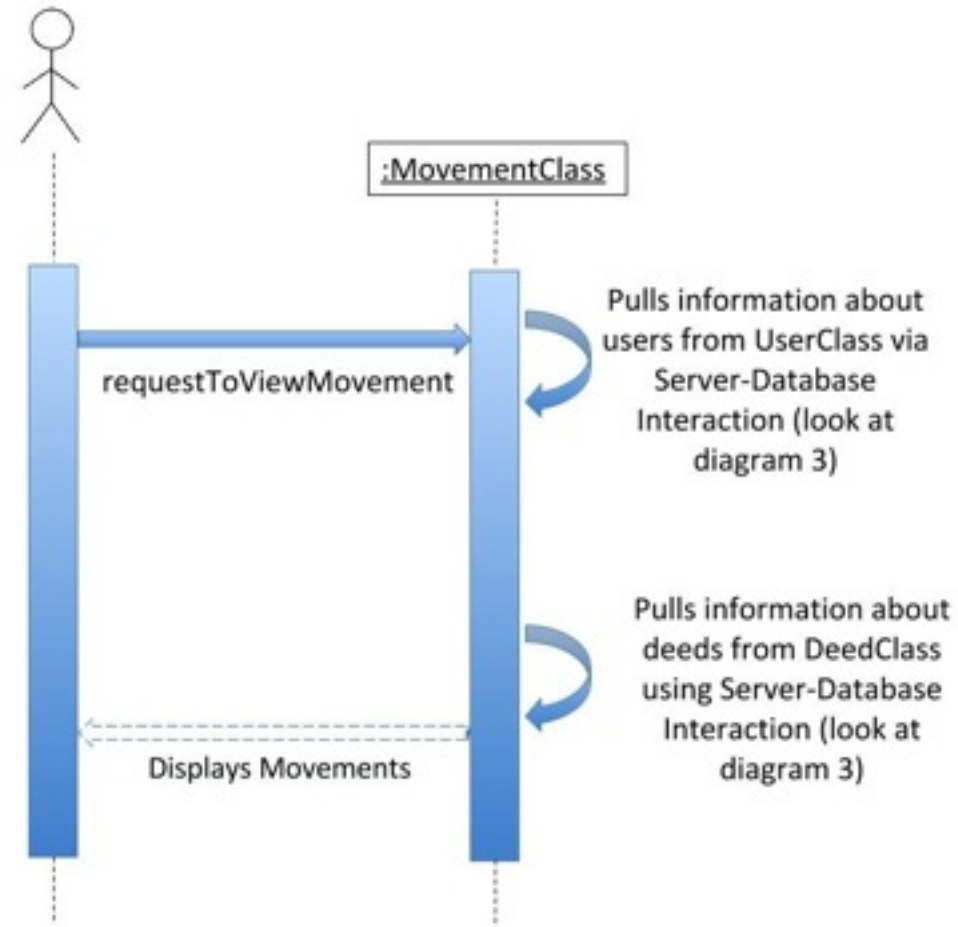
This diagram illustrates the process which takes place when the user wants to start a deed. The user fills out the necessary information i.e. a short description about the deed and tags the user for which the deed had been done and then taps on the option 'Share'. At run time when the user wants to tag a user by typing in the name of the user, the deed class sends a request to the server which in turn sends a request to the database to fetch the user's name and login id. When the user for whom the deed was performed, has been tagged and the user clicks on 'Share', it sends a request to be add the deed in the deed class for that particular user. The deed class then further sends to the server to create a deed. The server then adds the deed into the database and when the deed has been added to the database, the server refreshes the My Autrui page to show the latest content for that user.

Server Database Application Interaction



This diagram essentially describes the interaction between the server and the database for any given action that the user might make. For example, say that the user may want to view the movements that he/she is part of. The user taps on 'my movements'. The application sends a request to the server which in turn sends a request to the database. The database responds to the server with the required information of the deeds and users connected in all the movements that the user is a part of. The server sends this information to the app and this displays the information to the user.

User View Movement



This diagram further explains the example presented in the description above. The user basically sends a request to view the movements. The movement class responds by doing the actions shown in diagram 3 and responds with the required information back to the user.

Task	Task Owner(s)
Login Page and Email Registration **Objective:** To create the login page for the application. The user will be provided with the options of Facebook integration, wherein, the user will sign on to Facebook and the application will retrieve all relevant data and put it into the Database. The second option for registration will be a custom web based form adding user information to the database.	**Manmohit Sehgal** Using the Android SDK, design the custom login page and configure Facebook integration with Database management System. This task also entails nuances of UI design, wherein, the team member will design key aspects of the User Interface. The details of this task appear on User Story 1. **Estimated Time: 15 Hours**
Deed Creation Interaction **Objective:** To design the aspect of the application where a user is able to create a deed and enter specific information such as deed and deed recipient information. The second step entails application interaction with server to send data to the central database.	**Manmohit Sehgal, Mihir Jham, and Ankit Kapur** Configuring Heroku, the DMS, with the server and using the Android SDK corresponding to Deed creation and information retrieval. The other aspect includes quick interactions between the Server-Application-Database model. The details of this task appear on User Story 2 and 3. **Estimated Time: 10-15 Hours**
Deed Creation Interaction UI **Objective:** To create the User Interface for the Deed Creation	**Karan Kalwani and Rishabh Mittal** Using the Android SDK and design software, design the GUI for the Deed Creation system. The details of this task appear on User Story 2. **Estimated Time: 10-15 Hours**

Task	Task Owner(s)
Settings Page **Objective:** To create the settings page for the application including the About page, Edit Profile page, Help Option, Login/Logout option and change the password option.	**Rishabh Mittal and Karan Kalwani** Using the Android SDK, design the Settings page with various sub-options. This task also requires serious attention to the Graphical User Interface. **Estimated Time: 30-40 Hours**
Random Deed Options **Objective:** To aid the user to perform deeds by providing with a multitude of predefined deeds for the user to perform.	**Karan Kalwani and Rishabh Mittal** This task requires brainstorming for 20-40 generic deeds that apply to all locales, cross-culturally, and, overall globally. **Estimated Time: 5 Hours**
Database Management **Objective:** To setup Heroku and manage it. This entails storing relevant information for quick information retrieval from and to server.	**Mihir Jham and Ankit Kapur** This task requires an insight into Heroku setup and Database information retrieval. **Estimated Time: 5-10 Hours**
Connecting Users and Deeds **Objective:** To setup the social platform where users and deeds are aggregated to give connects to user stories, profiles and deeds.	**Mihir Jham and Ankit Kapur** This task will require algorithms to map data on the DMS and form connects to spring up movements. **Estimated Time: 30-35 Hours**
Weekly Meetings **Objective:** Meet weekly to maintain productivity and stay on schedule for sprint and project completion.	**Mihir Jham, Karan Kalwani, Rishabh Mittal, Manmohit Sehgal, Ankit Kapur** The team has decided to meet twice a week on Tuesdays and Thursdays to stay on track for deadlines. **Estimated Time: 9-12 Hours/wk**