Sweat to Score!

Team Moose Secret Agents

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Gamification to the max

Problem?

- Running and cycling improve fitness
  - But no external motivation

Solution?

Competition!

What?

- Take part in a marathon!
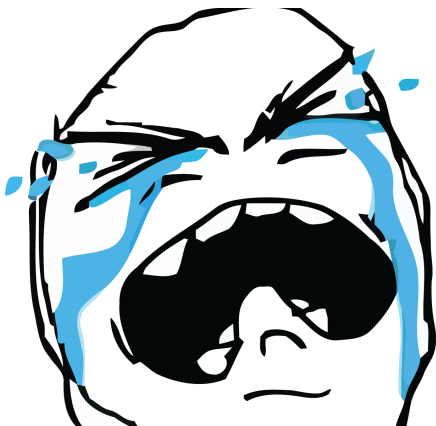- Inscribe yourself for a bike race!

We hear you

- Bring games to sports
  - Known as "gamification"
  - Sports trackers, step counters etc.

Is that really enough?

Sweat to Score!

- Bring sports to games
- Inspired by Fantasy Football

Fantasy Football

- Create a virtual Football team
  - Manage tactics
  - Manage your finances
  - Buy/Sell players

But where is the sport?

- Sweat to Score! helps you stay fit
  - Regular training keeps you fit…
  - …and also your players
- Exercise regularly to maximize results
- Cycling and Running
  - Tracked via Android app
- Training frequency vs performance

The more I sweat the better the team?

- No!
  - Leagues can define maximum
  - Keeps madness out of the game

Leagues?

- Provide matchmaking
- Different training goals
- Play against your friends
- Coach a team together with a friend
- Use CyberCoach for user management

But how?

- Technologies
- Tools
- Who will do what?

The application

- Ruby on Rails
- Slim (View Templating Engine)
- Bootstrap

GitHub

- Version control
- Issue tracking
- Pull Requests
  - Feature Branch only merged into master if approved by reviewer
- master always stable

Deployment

- Heroku for Webapp
- own root server for other services
  - e.g. ElasticSearch
  - big Database for Sensor Data (Heroku limit 10k rows)
  - OwnCloud Data Store (WebDAV)

Trello

- Assign features
- Product backlog
  - User Stories as Cards
- Sprint backlog

Scrum Roles

- Product owners: Jürgen Vogel, Andreas Ruppen
- Scrum master: Mansour Hamidi
- Developers: everyone

Organization

- weekly meetings
- if possible in person
- else Skype video chat

Timetable

6.10.2015-13.10.2015	Start rails project
13.10.2015-20.10.2015	User management and league formation
20.10.2015-3.11.2015	Match simulation
3.11.2015-17.11.2015	Team management
17.11.2015-1.11.2015	Training apps and influence
1.11.2015-11.12.2015	Finishing the project

Questions?