



Sweat to Score!

Team Moose Secret Agents

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The Games are Fake - The Tension is Real!

Demo

- Web
 - Login
 - News Page
 - Check League Results
 - Invitations
 - Create Team
 - Modify Lineup

Mobile Support

- Works on Phones!
 - Well, almost



Sunday Dec 13 2015 at 22:30

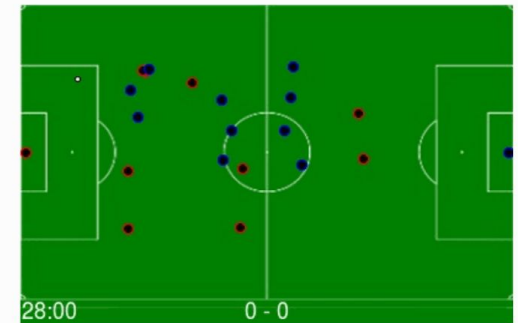
🕒 -(1d 9h 4m) ⓘ ended ⚡ clear at -2.5°C

**Nebraska
black cats**

**Oregon
pigs**

0

1



Monday Dec 14 2015 at 22:30

🕒 -(0d 9h 4m) ⓘ scheduled

**Washington
rabbits**

**Oregon
pigs**

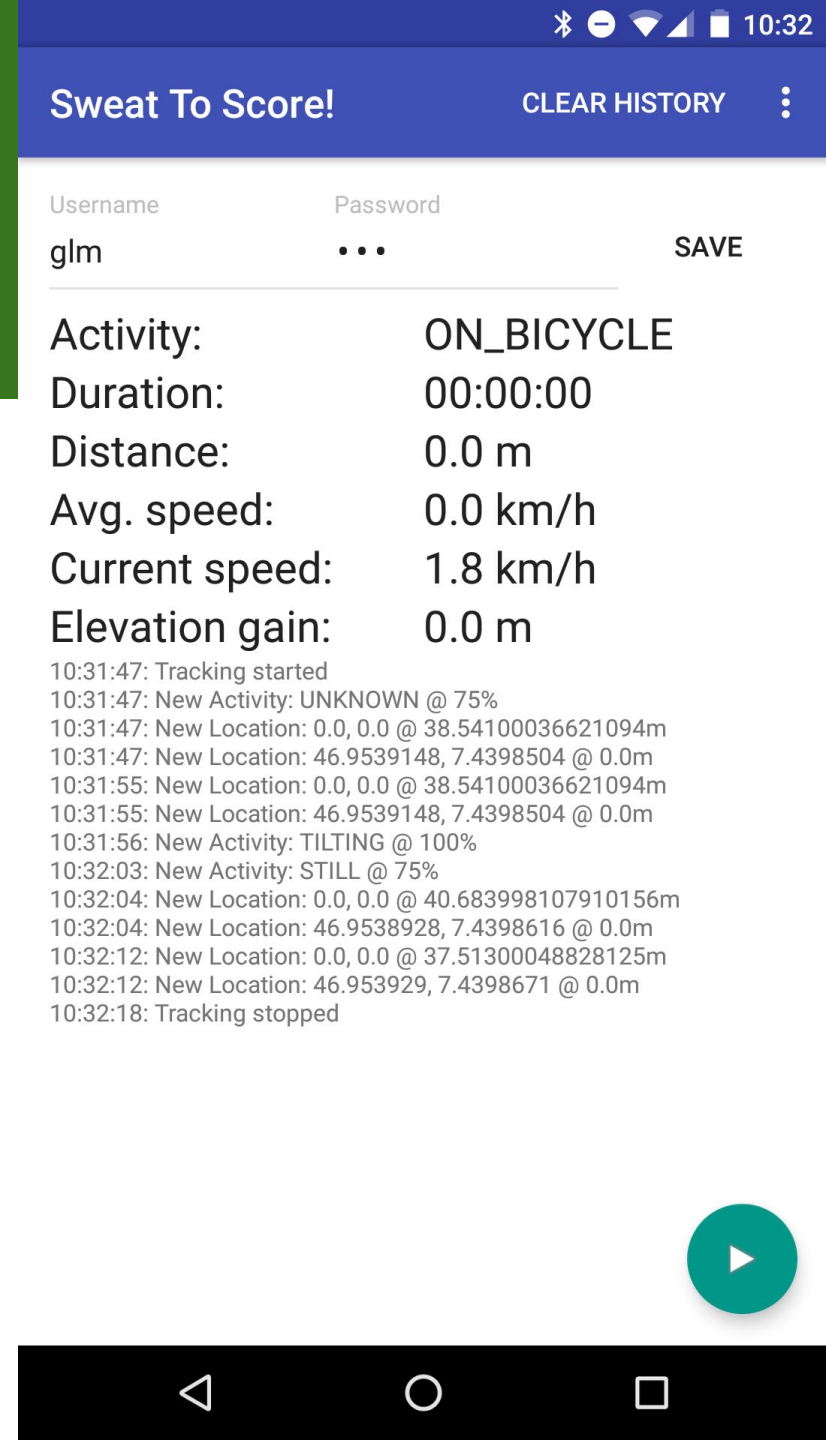
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Android App

- Tracks Activity
 - Google Service
- Tracks Distance/Time

get it at goo.gl/f1urX9



Why Choose Sweat To Score!

- Need Exercise
 - Healthy!
- Need Competition
 - To move your butt
- Sophistication
 - Direct workout comparisons suck

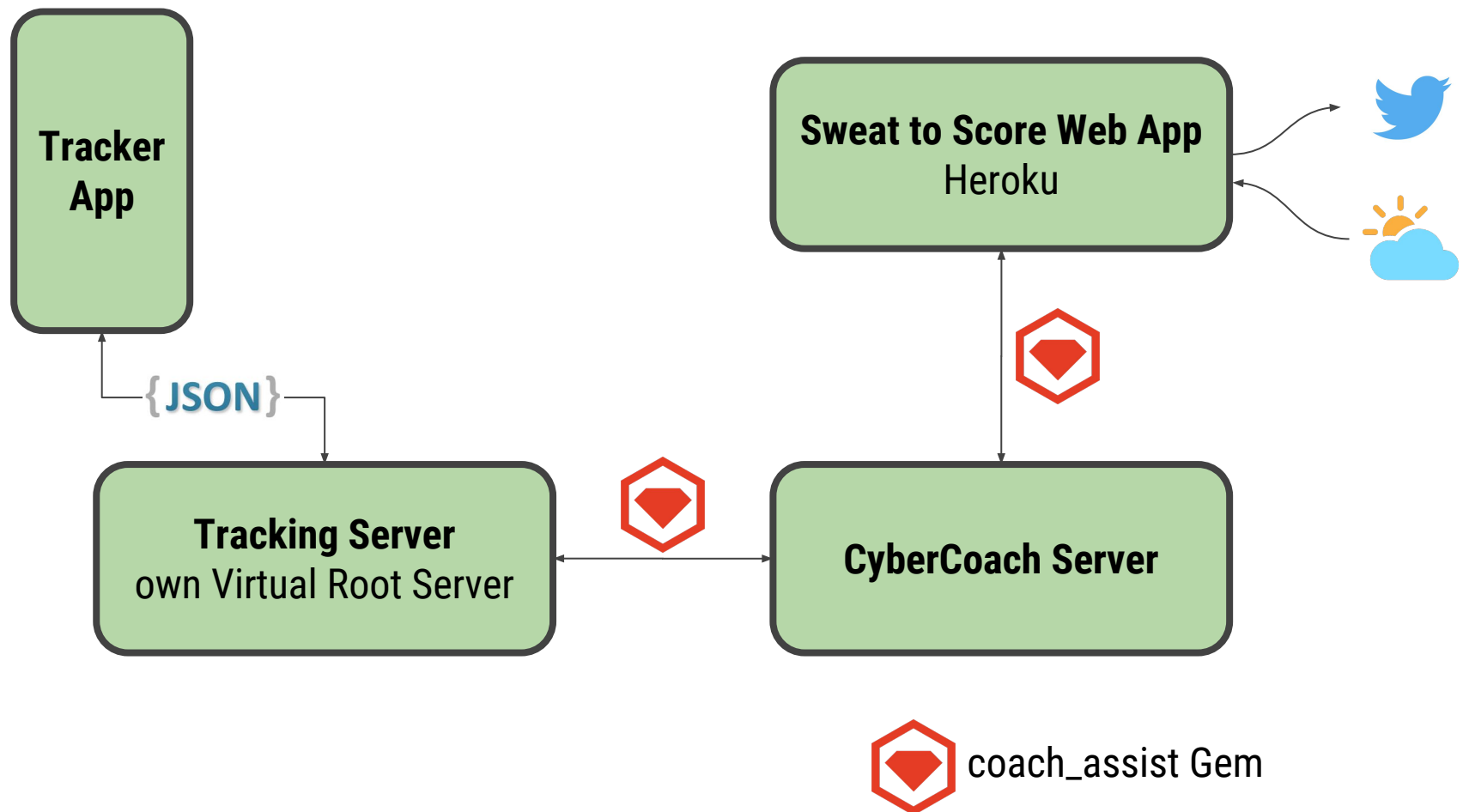
“2015’s best fitness application!”

- N. Ever

Interested?

order@weAreNotReallySellingThis.com

Top-Down Architecture



Heroku - The good

- Free
- Quick Deployment

Heroku - The bad

- Sleep time
 - need always-on server for activity tracking
- Memory constraints
 - GIF generation requires more than 512 MiB
 - offloaded to Java
- Would have loved a dedicated virtual server
- Slow

Heroku - How slow?

- Match Simulation + Gif Generation + Upload
 - Locally (15W CPU)
 - ~90s
 - Heroku
 - ~5 minutes

User Stories 1/2 (just a summary)

- Sprint 1:
 - Domain model
 - Spec tests for testing our models
- Sprint 2:
 - Android application
 - CyberCoach integration
- Sprint 3:
 - Activity server
 - Match scheduling
 - Logic of teams, leagues, and training tokens

User Stories 2/2 (just a summary)

- Sprint 4:
 - User invitation issues
 - Match UI (gif)
- Sprint 5:
 - Plugin integration (twitter)
 - Player UI (line-up)
- Sprint 6:
 - Bug fixes and UI improvements
 - Heroku deployment
 - Documentations

Project Management



Roles

- Urs:
 - CyberCoach Master
- Gian-Luca:
 - Backend Evangelist
- Mansour:
 - Frontend Guru
- Dominic:
 - Chief Scheduling Officer
- Marian:
 - Chief Executive Social Engineer

Code Management

- GitHub Pull Requests for Code Reviews
 - worked well but was underused
- GitHub Issue Tracker was not used
 - WhatsApp proved to be effortless
- Unit Testing proved to be essential
 - invested lots of time upfront
 - easier to track down bugs

Coding Highlights

- Multiple sub-projects
- CyberCoach integration as gem
- Offloaded computation to Java

Team Management

- Sprint Meeting every Tuesday
 - Create Tasks for User stories
 - Distribute Tasks among developers
- Coding marathon (group + pair programming) on Thursday

Options for Improvement

- Add economy
 - player drafting system
 - money transactions
- Extend tracker app to full mobile StS client
- Expose REST API

Lessons learnt

- Rails - it takes a while to get used to the magic behind
- Android - new experience with activity tracking
- Heroku - more nuisance than help
- Trello - a nice tool for managing a project (with extension)
 - should have been used more rigorously
- Testing pays off
- Teamwork
 - Pair-programming was key

Questions?

