

User Story: As a user, I would like to be able to play Capture the Flag.

1 What went well?

We are able to draw a line of scrimmage and place flags before the game starts. Then we are able to start a CTF game with players being placed onto teams.

2 What did not go well?

The game is hard to test. Users cannot currently pick which team they are assigned to. Jail for each team is still buggy in terms of states of players and when they are permitted to tag/capture the flag.

User Story: As a user, I would like to be able to play Marco Polo.

1 What went well?

Very similar to Sardines, easy to implement using existing code and past experience. We are adding a button to let people do the “Marco” call.

2 What did not go well?

There were some issues with git not handling moved files that well. This led to some merge conflicts with other sections of the code. Because of this we didn't have very much time to test the game. The cooldown of the “Marco” button is not shown either.

User Story: As a developer, I would like to be able to make the personal information of our users secure.

1 What went well?

We added client side encryption for user ids before sending them to the server. This allows us to keep user's information secure even if the server is compromised.

2 What did not go well?

Currently we use a fairly simple cipher to encrypt the ids. This poses a bit of a security flaw.

User Story: As a user, I would like to be able to plant different kinds of beacons.

1 What went well?

Beacons were very reliable. Adding them is easier with the satellite menu. Additionally flags are easy to show.

2 What did not go well?

We currently cannot add different types of beacons. Adding the ability to have different kinds of beacons would be useful.

User Story: As a user, I would like to have a (much) better UI.

1 What went well?

We have a better main menu, animations between main menu fragments, and animations between the login menu and main menu. Additionally players on other teams now show their profile picture with a small ring around the edge indicating their team.

2 What did not go well?

Did not have time to design the settings menu. Some animations had to be removed because they were not supported by KitKat.

User Story: As a user, I would like to invite a group of people

1 What went well?

The UI looks good, groups are consistently retrieved and displayed and the app notifies you when you have no groups, but inviting groups was not always reliable.

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2 What did not go well?

Testing groups with so few developers was difficult. Group invitations were not always reliable. Some corner cases needed to be handled better.