Team 4
Project Name: MiniMap
Michael Crabill
Joe Coy
Zachary Deganutti
Nikolas Ogg
Corey Pitzo
Matthew Tracy

Sprint Overview

This sprint will focus on getting the basic server and client running. We will also implement the friend finding game.

SCRUM Master: Nikolas Ogg
SCRUM Meetings: Sunday 7:30pm (online); Thursday 3:00pm (Lawson Commons)

The main risk in this sprint will be failing to get the client or server working correctly. All the other parts of the project rely on these two components. Also, some members of our team don't have much experience programming for Android, so they will need to learn a lot during this first sprint.

Current Sprint Detail

User Story: As a developer, I would like to have a central server which handles the distribution and management of user coordinates.

Task Description	Estimate Time (hours)	Owner
Create the basic server to handle multiple clients over socket connections	7	Nikolas Ogg
Create the base game session class.	4	Nikolas Ogg
Create a database to store client state	10	Zachary
Save client state to the database.	7	Zachary
Allow for group sessions	5	Nikolas Ogg

User Story: As a user, I would like an android app to display friend finder.

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Task Description	Estimate Time (hours)	Owner
Create a mapping framework to be utilized by applications	14	Matthew Tracy
Implement socket communications with the server	7	Corey Pitzo
Send GPS locations to the server	10	Corey Pitzo
Create the login screen	4	Matthew Tracy
Create a friends list	3	Matthew Tracy
Create a group screen to see current group	7	Corey Pitzo
Create the game screen	10	Joe Coy
Make Player class and Game super class	5	Joe Coy

User Story: As a user, I would like to link an account to social media sites to add friends who also use the app.

Task Description	Estimate Time (hours)	Owner
Enable login via Facebook by integrating Facebook API for the client	4	Matthew Tracy
Research Facebook API for server side user accounts	8	Nikolas Ogg
Enable login via Facebook by integrating Facebook API for the server	6	Nikolas Ogg

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Find friends who also use the application	5	Matthew Tracy

User Story: As a user, I would like to find multiple friends in real time.

Task Description	Estimate Time (hours)	Owner
Develop the server logic for the friend finder.	12	Joe Coy
Develop the client logic for the friend finder.	15	Michael
Have the ability to place virtual beacons to signal others where to go.	10	Michael
Save beacons from previous session	5	Michael

User Story: As a user, I would easily like to organize people into friend circles.

Task Description	Estimate Time (hours)	Owner
Client side option to save a group	2	Joe Coy
Send group to save to server	2	Joe Coy
Store group in database	6	Zachary
Retrieve previous groups from server	5	Zachary
Display previous groups in client	5	Corey Pitzo

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Hours per Person:
 Michael Crabill: 30
 Joe Coy: 31
 Zachary Deganutti: 28
 Nikolas Ogg: 30
 Corey Pitzo: 29
 Matthew Tracy: 30
Total estimate hours: 178

Backlog

Functional requirements
1. As a user, I would like to view the relative position of my friends on a heads up display.
2. As a user, I would like to be able to start a game with friends.
3. As a user, I would like to be able to select a game from multiple game types.
4. As a user, I would like to be able to plant virtual beacons during a game.
5. As a user, I would like to be able to plant different kinds of beacons.
6. As a user, I would like to be able to play Capture the Flag.
7. As a user, I would like to be able to play Assassins.
8. As a user, I would like to be able to play Marco Polo.
9. As a user, I would like to be able to play Slender.
10. As a user, I would like to be able to play Sardines.
11. As a user, I would like to be able to leave games.
12. As a user, I would like to be able to draw on the map for my teammates to see (if time allows).
13. As a user, I would like to have a "speed dial" of my most frequently interacted with friends (if time allows).
14. As a user, I would like to be able to block certain people (if time allows).
15. As a user, I would like to be able to plant a beacon on a map that I can view with my camera as augmented reality (if time allows).
16. As a user, I would like to be able to see a beacon over the heads of my friends that I can view with a camera as augmented reality (if time allows).
17. As a team member, I'd like to see where the rest of my team is.
18. As a developer, I would like to be able to make the personal information of our users secure.

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19. As a developer, I would like to be able to easily add new games to the application.
20. As a developer, I would like to be able to modify the map for a game by adding markers.

Non-functional Requirements

1. **Responsiveness**: The games should be able to quickly load games as well as give real time updates to in-game events and player movements..

2. **Modularity**: The application should be easily expandable so that future additions of new games or features is easy. This involves a framework for game applications as well as a framework for easily expanding a main menu.

3. **Security**: Users should be able to use the application without worrying about their location or personal information being accessed by strangers.

4. **Reliability**: The application should be able to give precise location information as well as almost real time updates to the location of the user and other players in the games.

5. **Efficiency**: The application should operate efficiently to the point that it does not significantly affect the battery life of the user's device.

6. **Aesthetics:** The application must have a user interface that is both clean in appearance and responsive to user input.