

Sprint Overview

This sprint will focus on increasing the reliability, stability, and functionality of our basic client-server system. This involves allowing for easy creation of new game types on the server and the client. The server needs to allow for more custom messages to be passed to the game sessions while the client needs to have improved drawing capabilities on the maps. Once this is done we will implement the Sardines and Assassins games.

SCRUM Master: Nikolas Ogg

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

The main risk in this sprint will be restructuring our current system to be able to support multiple games and to give the user the freedom to choose more options about the setup of a game and the friends that are invited. Being able to add new games easily will be very beneficial in the next sprint.

Current Sprint Detail

User Story: As a developer, I would like to be able to easily add new games to the application.

Task Description	Estimate Time (hours)	Owner
Modify the client to generalize game functionality to all game types	4	Joe Coy
Create a dialog for specifying parameters of a game before creating the game lobby	8	Joe Coy
Make the maps fragment more nimble, with greater flexibility on map presentation.	2	Nikolas Ogg

User Story: As a user, I would like to be able to select a game from multiple game types.

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

Task Description	Estimate Time (hours)	Owner
Populate the main menu with multiple implemented games	5	Nikolas Ogg
Modify invites to include the game type.	1	Nikolas Ogg

User Story: As a user, I would like to be able to leave games.

Task Description	Estimate Time (hours)	Owner
Send a leaveGame message to the server	3	Nikolas Ogg
Notify other clients when a client leaves	2	Nikolas Ogg
Allow users to be able to log out of the application from the main menu	5	Matthew Tracy

User Story: As a user, I would like to be able to plant virtual beacons during a game.

Task Description	Estimate Time (hours)	Owner
Update the logic on the server to be generalized to all game types.	3	Nikolas Ogg
Send beacon information to the clients.	5	Michael Crabill
Display beacons on the map.	2	Joe Coy

User Story: As a user, I would like to be able to play Sardines

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Task Description	Estimate Time (hours)	Owner
Create a SardinesGame on the client to handle the client side game logic	7	Joe Coy
Create a SardinesSession on the server to handle the server side game logic	8	Joe Coy
Display the game on the map screen	10	Michael Crabill

As a user, I would like to be able to play Assassins.

Task Description	Estimate Time (hours)	Owner
Create a AssassinsGame on the client to handle the client side game logic	15	Michael Crabill
Create a AssassinsSession on the server to handle the server side game logic	15	Nikolas Ogg
Display the game on the map screen	15	Zachary Deganutti

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

Task Description	Estimate Time (hours)	Owner
Revamp messages to support sending of groups between client and server	6	Zachary Deganutti
Establish server connection to database	5	Zachary Deganutti
Add friends to a group	5	Zachary Deganutti

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See my groups in the client and invite the group	8	Corey Pitzo
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User Story: As a user, I would like to be able to start a game with friends.

Task Description	Estimate Time (hours)	Owner
Make Lobby show invited friends	2	Corey Pitzo
Have non-hosts be able to see lobby	4	Corey Pitzo
See a friends list	10	Corey Pitzo
Only allow to invite friends to a game	4	Corey Pitzo
Improve UI of invites and lobby	2	Corey Pitzo

User Story: As a team member, I'd like to see where the rest of my team is.

Task Description	Estimate Time (hours)	Owner
Give different teams different colors for their beacons	2	Matthew Tracy
Have the client map hide members of the opposite team when it is appropriate.	7	Matthew Tracy
Animate beacons so that changes in position appear more fluid to different clients	15	Matthew Tracy
Handle beacon locations when locations are not present or updated (unresponsive user)	3	Matthew Tracy

Hours per Person:

Michael Crabill: 30
Joe Coy: 29
Zachary Deganutti: 31
Nikolas Ogg: 31
Corey Pitzo: 30
Matthew Tracy: 32

Total estimate hours:

Backlog

Functional requirements

1. As a user, I would like to be able to plant different kinds of beacons.
2. As a user, I would like to be able to play Capture the Flag.
3. As a user, I would like to be able to play Marco Polo.
4. As a user, I would like to view the relative position of my friends on a heads up display (if time allows).
5. As a user, I would like to be able to play Slender (if time allows).
6. As a user, I would like to be able to draw on the map for my teammates to see (if time allows).
7. As a user, I would like to have a “speed dial” of my most frequently interacted with friends (if time allows).
8. As a user, I would like to be able to block certain people (if time allows).
9. 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).
10. 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).
11. As a developer, I would like to be able to make the personal information of our users secure.

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.

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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.