

## Sprint Overview

This sprint will focus on improving the UI and security of our application. Additionally we will add the Capture the Flag and Marco Polo games. Furthermore we will improve on how finds work for Assassins and Sardines to get around the limitations of GPS.

SCRUM Master: Nikolas Ogg

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

The main risk of the sprint will be having an incomplete UI at the end of the sprint. Additionally, failing to test the different game modes rigorously may be a problem. A major challenge for the sprint will be the final demo. We need to create a video of our app for our presentation because we cannot use GPS.

## Current Sprint Detail

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

Task Description	Estimate Time (hours)	Owner
Create a CTFGame on the client to handle the client side game logic	12	Michael Crabill
Create a CTFSession on the server to handle the server side game logic	13	Michael Crabill
Come up with the required messages to play a CTF game.	5	Michael Crabill
Add the ability to draw a line of scrimmage and send this to the server. This will happen before invites are allowed.	15	Corey Pitzo

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

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

Task Description	Estimate Time (hours)	Owner
Create a MarcoPoloGame on the client to handle the client side game logic	13	Joe Coy
Create a MarcoPoloSession on the server to handle the server side game logic	11	Joe Coy
Come up with the required messages to play a Marco Polo game.	6	Joe Coy

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

Task Description	Estimate Time (hours)	Owner
Hash user IDs so that they are anonymous to the server	4	Zachary Deganutti
Limit players eligible to accept an invite to those who are mutual friends of everyone else in the game lobby	6	Zachary Deganutti

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

Task Description	Estimate Time (hours)	Owner
Create flag beacons, different colored beacons	6	Nikolas Ogg
Set mode to enable and disable beacon planting	7	Nikolas Ogg

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Upon clicking a beacon, add a popup to ask for removing the beacon.	7	Nikolas Ogg
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User Story: As a user, I would like to have a (much) better UI.

Task Description	Estimate Time (hours)	Owner
Replace the LoginActivity UI with a Material Theme UI	5	Matthew Tracy
Replace the MainActivity UI with a Material Theme UI	10	Matthew Tracy
Add Satellite Menu UI to fragments and associate game fragments with XML elements	7	Matthew Tracy
Replace Friend Status UI	6	Matthew Tracy
Prevent Sardines and Assassins from rotating the map	2	Matthew Tracy
Change player markers to have a profile picture surrounded with the team color.	5	Nikolas Ogg
Sardines and Assassins UI update.	5	Corey Pitzo

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

Task Description	Estimate Time (hours)	Owner
Add UI to invite groups	9	Zachary Deganutti

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Matthew Tracy

Add UI to see groups	9	Zachary Deganutti
Modify invites to say who sent them.	4	Nikolas Ogg
When the user receives a list of users in the game, update the lobby with people and game.	5	Corey Pitzo
Add status message for users online.	5	Corey Pitzo

**Hours per Person:**

Michael Crabill: 30  
Joe Coy: 30  
Zachary Deganutti: 28  
Nikolas Ogg: 29  
Corey Pitzo: 30  
Matthew Tracy: 30

**Total estimate hours:**

## Backlog

**Functional requirements**

1. As a user, I would like to view the relative position of my friends on a heads up display (if time allows).
2. As a user, I would like to be able to play Slender (if time allows).
3. As a user, I would like to be able to draw on the map for my teammates to see (if time allows).
4. As a user, I would like to have a “speed dial” of my most frequently interacted with friends (if time allows).
5. As a user, I would like to be able to block certain people (if time allows).
6. 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).
7. 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).

### **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.