

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

### **1 What went well?**

Adding a new game is fairly easy on both the server and the client. On both platforms all you need to do is implement a few methods. Custom messages have to be handled by the creator of the game mode, but general messages are handled for all games.

### **2 What did not go well?**

Team ids do not currently sync well between the server and the client. Additionally, testing the parts is difficult to do for the client and only slightly easier for the server. To do full testing, both parts need to have been written.

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

### **1 What went well?**

We have a game choosing screen that allows you to pick which kind of game you want to start.

### **2 What did not go well?**

A user in a lobby would not be able to tell which game type they were in a lobby for (other than having actually selected).

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

### **1 What went well?**

The client asks you for confirming when you leave a game. Additionally, when a user leaves a game, their marker disappears from everyone else's screens.

## **2 What did not go well?**

If you lose connection to the server due to network changes, your session is not properly closed, causing you not to be removed from the game.

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

### **1 What went well?**

Beacon adding was very easy. Every attempt to add a beacon was successful.

## **2 What did not go well?**

There is no mode to stop planting beacons or to remove beacons. As a result, it was very easy to accidentally plant beacons without any way to remove them.

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

### **1 What went well?**

For Sardines we were able to start games with multiple users. In doing this, we were able to find people and switch to their team.

### **2 What did not go well?**

Problems with location accuracy would make it difficult to determine whether a player actually found the person hiding.

**User Story:** As a user, I would like to be able to play Assassins.

### **1 What went well?**

Users are able to add other users to an Assassins game, and everyone is properly assigned a target. Users are only able to see themselves and their target, and target switching on a confirmed kill operates smoothly.

## **2 What did not go well?**

GPS has several limitations based on its accuracy. This causes us to have a very large radius for finding users for a kill.

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

## **1 What went well?**

The database is fully functional and the messages that allow a client to add users and related information to the database are completed.

## **2 What did not go well?**

The UI elements that allow access to these messages have not been fully implemented within the app.

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

## **1 What went well?**

The other team was hidden successfully in Sardines. Additionally, the map was fluidly animated to match walking speed.

## **2 What did not go well?**

While we have colored beacons for teams, they do not show a person's photo. Therefore, everyone is identified as a generic teammate on the map. When a user's initial location is not accurate, the animation bounces a user between their next location and where they currently are, making the interpolation look odd.

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### 3 How should you improve?

We should reserve the last week for testing the app. This requires all of us to finish our assignments for the sprint in the first two weeks, but testing an application so heavily dependent on locations and communication between the client and server can be complicated.

Additionally, we should work on improving the UI of the app.