

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

1 What went well?

The server was able to handle multiple users connecting at the same time. It was also able to send and receive messages from clients such as location messages. We also created a database to store persistent groups of users.

2 What did not go well?

The database groups are not yet being used. There was also no message for clients to add groups.

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

1 What went well?

The application was able to display all friends on the map easily without error. We also created a login screen for the application along with a game lobby screen. The android application was able to communicate with the server and send its GPS coordinates.

2 What did not go well?

We were not able to use profile pictures as markers for users in the application. In addition, the markers showed static/sporadic movement because they were not animated well. The lobby didn't show invited friends. We did not have a friends list. The non-host users did not see who else was in the game lobby or were able to see themselves in the lobby. Didn't display any premade groups.

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

1 What went well?

Facebook authentication was flawless. Facebook login was convenient and intuitive. The user did not need to use their username and password if they were already logged into the android Facebook app.

2 What did not go well?

We are currently unable to have a user log out of the application without uninstalling it or logging out of Facebook from the Facebook application. It was difficult to know the status of a person who was logged in or the name of the user who was logged in on the client. We were not able to get a list of Facebook friends due to changes in Facebook's restrictions on application permissions.

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

1 What went well?

We were able to have multiple clients connect. The locations were updated in real time on all clients.

2 What did not go well?

We didn't have beacons to allow friends to signal where they wanted to meet. Because of this we were unable to save the beacons either. Friends did not have profile pictures or names corresponding to their markers.

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

1 What went well?

We set up a database to store this group information.

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2 What did not go well?

The communication between the client and the server to handle group saves was not fully implemented.

3 How should you improve?

Process wise, we need to have more communication within the group about design changes. In addition to this, we need to start earlier and continuously test our work. Implementation wise, our invite system needs to be improved. Clients should not be able to invite all other users currently using the application. They should be limited to only inviting their friends.