

## Sprint 1 Planning Document

Group 18

HvZ Master App

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### Objectives

- Barebone server
- Barebone client
- Interactions between server and database
- Interactions between server and client
- create GUI for client

**SCRUM Master** : Paul Steele

**Meeting Schedule:** Tuesday 3:00, Thursday 3:00, Friday 11:30

**Challenges:** Significant hours needed to learn new technologies. Setting up the connections will also take time.

### Task List

Task	Time estimate	Assigned
<b>As an Admin,</b>		
1. Be able to create and start a game session		
write a basic server	10	Paul
have a connection to database	5	Kyle
and setup SQL database	5	Kyle
Acceptance: Have admin be able to start a game using the app		
2. be able to place users into 3 different types of user (human, zombie, and non player character), and define which players are admins		
create classes for users and set up attributes	3	Manasi
create table for users in SQL database	4	Kyle
Acceptance: Users are labeled and stored in the database		
3. Be able to register for a game session		
add checkbox to register screen	1	Wells

Server is able to handle requests to join game	1	Paul
user is added to the database by server request	2	Kyle
Acceptance: user are able to select admin, or player in the app register screen		
<b>As a player,</b>		
4. Be able to register for a game session		
Create the login screen	4	Manasi
Create a register screen	4	Wells
Have a connection to the server	8	Rob
Send tokens to the server	3	Rob
have server be able to handle this type of request	4	Wells
Acceptance: Users be able to register and login using the app		
5. See a list of who is on the human, or zombie team		
create the screen for viewing this	4	Wells
server retrieve all user info from database	4	Manasi
client be able to separate users into human and zombie list	2	Manasi
Acceptance: Users be able to see two separate lists for humans and zombies		

### **Hours per person**

Paul:10

Kyle:16

Wells: 12

Manasi: 13

Rob: 11

\*Hours estimated are accounting for implementation time and not accounting for learning hours of new technologies.

### **Remaining Items**

- As an admin, I'd like to...
  - be able to create and start a game session.
  - be able to place users into 3 different types of user (human, zombie, and non player character), and define which players are admins.
  - directly change database information through the server console.
  - change game parameters, such as cool down timers, through the app.
  - be able to create boundaries for the game session through an in-app map interface.
  - at the start of the game be able to randomly select the original zombies.
  - push text notifications to the players.
  - be able to receive complaints from the players.
  - create mission objectives that all players can see.
  - be able to set up polls for player bounties.
  - be able to view poll results and set up bounties for certain players.
  - be able to generate revive codes for zombies that let them convert back to humans.
  - be able to make users untaggable for a set amount of time.
- As a player, I'd like to ...
  - be able to register for a game session.
  - be able to register a tag through the app.
  - be able to see notifications from the admins.
  - see mission objectives through the app.
  - be able to send complaints to the admins.
  - view in-game statistics
  - be able to view the set up map boundary.
  - see a leaderboard of current players
  - see a list of who is on the human, or zombie team.
  - be able to drop out of the game through the app, disabling app features for that user through the duration of the game.
  - be able to see a score screen when the game session is over.
  - be able to vote in a poll for bounties.
  - be able to receive bonus points for tagging a bountied player.
  - look on the map and see gps location of other players. (if time allows)
  - be able to group chat between a limited number of players. (if time allows)
- As a human, I'd like to ...
  - be able to be tagged and then converted to the zombie team.

- As a zombie, I'd like to ...
  - be able to be tagged and have my own tagging functionality be disabled for a variable cool down timer.
  - be able to enter revive codes that convert me back into the human team.
  - be able to see a timer until I am kicked out of the game for not tagging constantly enough.
  - be able to have my timer reset once a tag is completed.

#### **Non-Functional Requirements**

- The application should be able to run on android devices.
- The interface should be smooth and fluid without stutters.
- The phone app should be a UI for the players, sending work to be done on the server.
- Admins should have unlocked features in app.
- The server should handle all requests and do the bulk of the work, while storing information into the database.
- A minimal amount of data should be sent through the app to avoid data overages for the user.
- The server should be able to handle 500 players at once.
- The main screen should be intuitive and have a low number of button presses to get to the desired action.
- The main screen should have a grid layout with sub menus appearing when certain boxes are pressed.
- The app interface should change themes depending on player status (if time allows).
- The application, and server should be able to handle login information securely.