

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
As an Admin,		
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
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
As a player,		
3. 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
4. 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

Hours per person

Paul:10

Kyle:14

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.