Release Summary

SportsFinder
SportsFinder Team
Date - 3/11/25

Key User stories and Accepted Criteria:

Acceptance Criteria: All user stories were reviewed and accepted by Product Owner and all tasks within each user story were completed.

- "As a user, I want to create a new activity by providing details" (sport type, capacity limit) so that other people can join my activity."
- "As a user, I want to be able to easily navigate the map so that I can view my location and nearby games."
- "As a user, I want to move around the interactive map so that I can explore different areas and find games near me."
- "As a user, I want to click on event icons on the map so that I can view information about the ongoing games such as location, busyness, and skill level."
- "As a user, I want to be able to choose a specific location on the map and create an event."

Known Problems:

- **Major Bugs**
  - Null Password - the user is able to create an account with an empty password by clicking on the "password" input box while not inputting any symbols. This needs to be fixed with an extra check to catch such scenarios and throw an error message upon sign up.
  - isInGame and Cloud Function - when a expires and is removed from the database by the removeExpiredGames cloud function any users who joined the game will not have their isInGame boolean reverted back to False. This needs to be fixed by adjusting the logic of the cloud function to swap all booleans of joined users to false.

Product Backlog:

- **High Priority User Stories:**

- ○ "As a user, I want to be able to report and flag incorrectly placed games so that all games created and placed on the map are accurate."
- ○ "As a user, I want to be able to message other players playing in my area so that I can easily communicate with other players looking to play a game."
- **Bug Fixes:**
  - ○ Null password check
  - ○ Adjust database cloud function to account for the isInGame boolean