

# Sprint 3 Plan

## SportsFinder

### Revision #1 - 02/11/25

**Goal:** Implement an interactive map feature that allows users to navigate the map, add game icons, view/update game details, and dynamically display population levels based on real-time user locations.

## User Stories

**User Story 1 (3.1) - “As a user, I want to move around the interactive map so that I can explore different areas and find games near me.” Story Points - 13**

**Task 1.1** - Integrate Google Maps API into the map.jsx file: Time - 6 hours

**Task 1.2** - Enable user panning and zooming within the map: Time - 2 hours

**Task 1.3** - Get the user’s current location and center the map on it: Time - 3 hours

**Task 1.4** - Handle location permissions using expo-location: Time - 3 hour

**User Story 2 (3.2): “As a user, I want to click on game icons on the map so that I can view information about the ongoing games such as when the game ends and skill level.” Story Points - 13**

**Task 2.1** - Add markers to represent ongoing games : Time - 2 hour

**Task 2.2** - Fetch game data (busyness, skill level) from Firebase: Time - 4 hours

**Task 2.3** - Show a pop-up/modal when a user taps a game marker: Time - 3 hours

**Task 2.4** - Display relevant game details inside the pop-up/modal: Time - 3 hours

**User Story 3 (3.3): “As a user, I want to see a marker at the center of the map so that I can use it to create games at specific locations.” Story Points - 13**

**Task 3.1** - Add a fixed center marker on the map: Time - 2 hours

**Task 3.2** - Allow users to move the map while keeping the marker in the center: Time - 3 hours

**Task 3.3** - Send the selected location to Firebase when a game is created: Time - 3 hours

**Total Time: 34 hours**

### ***Team role:***

Niklesh: Frontend developer

Leo: Backend developer

Yagnesh: Frontend developer

Nathan: Backend developer

Dylan: Frontend developer

### ***Initial Task Assignment:***

Niklesh: Task 1.1, Task 1.2

Leo: Task 1.3, Task 1.4

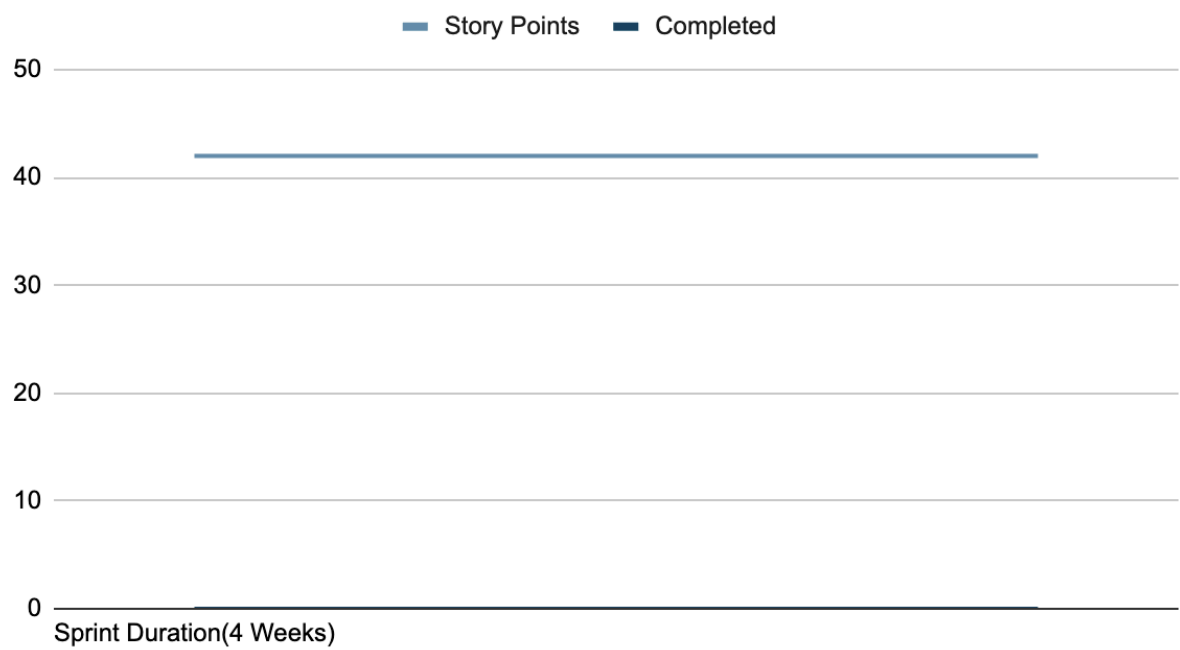
Yagnesh: Task 1.1, Task 1.2

Nathan: Task 1.3, Task 1.4

Dylan: Task 1.1, Task 1.2

Initial burnup chart:

Sprint 3 Burnup Chart



**Initial scrum board:**

User Stories	Tasks not started	Tasks in progress	Tasks completed
User Story 1:			Task 1.1 Task 1.2 Task 1.3 Task 1.4
User Story 2:			Task 2.3 Task 2.1 Task 2.2 Task 2.4
User Story 3:			Task 3.2 Task 3.1 Task 3.3

Scrum times:

TA Meeting: Monday 12:30 pm - 1:30 pm

Scrum Meeting: Every Wednesday and Friday at 6 pm