

Milestone 2

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Project Feature List:

- Login Page/Framework
 - A page for new users to sign up for the application
- Game Map
 - Interactive scrollable and zoomable map displaying locations where field activity is tracked
 - Map has touch/tap sensitive areas that link to and basic info (current # of games) for each.
- User Profile
 - A page for each registered user showing their name, short bio, user history.
- Calendar/Schedule
 - A page where users can schedule a game or see existing scheduled games.
- App Nav/Framework
 - A way to easily navigate the features of the app
 - Includes an App-wide implementation to one touch logout or get to the map
- Start/Join/End Game
 - This is the functioning view of the live status of games.
 - Allows user to create a game(includes location, game type, and proposed start time), change a game's status to in-progress or completed.
 - Allows user to join & leave existing games, after a game is completed show stats of game.

Requirements:

Functionality	"Functional"(User)	"Non-Functional"(Developer)
Login	Must allow user to put in their credential before accessing their info	<ul style="list-style-type: none"> - Privacy of their information ie: password and secret questions/answers - Features of app only available upon login
Game Map	Shows locations where games can be played/are being played and provides access to further info	<ul style="list-style-type: none"> -Loads a visual map -Overlays game locations -Retrieve and display info per location
User Profile	Allows user to view and change their info. Games, skill level, other.	<ul style="list-style-type: none"> -Retrieve info from server, auto-populate selection boxes -Input boxes for bio, skill level selection, game multi-option select; stores current choice of each and submits to database when the user leaves the page.
Calendar/Schedule	<ul style="list-style-type: none"> -Select a location from the map -Select game type -Indicate time of game 	<ul style="list-style-type: none"> -Get a selection from the user; adds to db list of users for that game. -retrieve user presence in said list to display on selection page -Display user map w/ selectable locations; same as main map
App Nav/Framework	Must be able to easily navigate through features of the app	<ul style="list-style-type: none"> - Use modularity to keep features separate but accessible - Navigation bar for each page
Start/Join/End Game	-Allow user to select their intended attendance to a game, indicates current choice.	<ul style="list-style-type: none"> -Check viable games for that field; display only those options -put selected time into the game's info.

[Link to the P!ckUp GANTT](#)

