Crime Alert - Sprint Planning Meeting 1 9th September 9, 2014

1 SETUP INFORMATION

In order to get started we are all going to need to create an account on https://github.com/. To start off, Git is what's called a version control system, it allows for projects to be worked on by multiple users and allows for the reverting and merging of projects. It can be intimidating at first but version control is the only real way to work on team based projects. Other methods fall short (syncing through DropBox). Here is a brief overview of Git. http://rogerdudler.github.io/git-guide/ . An interactive tutorial can be found here, I suggest that we all look into it. https://try.github.io/levels/1/challenges/1

I have taken the liberty of creating a repository that can be found here https://github.com/JherezTaylor/crimeAlert.git

Akash and Jevon, when you create your account let me know so that I can add you guys as collaborators to the project. Kyle and Steffan, I have already added you guys, Steffan you should go ahead and push what you have so that we can get started. For Akash and Jevon, I will send an additional document on Git to you guys. One thing to remember, always add comments to your commits and commit often so that you don't lose things by accident.

I would like us to create a Google account that can be accessed by us all so that we can push the application there and view its contents, however I'm having trouble creating a Google account at the moment. Will update.

2 APPLICATION OVERVIEW

Shared Responsibility

Brotherly keeping mindset

Increase safety/reduce crime/increase detection rates of criminal activity

Geolocation based notifications

3 USER STORIES

1. Subscribe to alerts within a geographical radius from a specified location
2. Choose from the following categories of notifications: emergency, danger, suspicious activity, notices, personal subscription
3. Create and navigate through interactive reports from a web based interface
4. Report user abuse
5. Register/create account
6. Post on alert
7. Rate a user

3.1 REGISTERING A USER

Done though the built in Google account manager found on Android devices

Provide and store user pseudonym

Create a namespace on app engine based on user account

Register device for Google Cloud Messaging

3.2 SUBSCRIBE

Fetch current GPS location from device

Use a map interface to find location (look at implementation found on IFTTT android app)

Allow user to select or define a radius

Present a list of available alert types for the user to select from

Store date on device and app engine

Create location listener

4 DEVELOPMENT RESPONSIBILITIES

4.1 JEVON

UI and UX for the mobile application

4.2 AKASH

UI and UX for the web interface

4.3 STEFFAN

Application services and backend

4.4 JHEREZ

Cloud endpoint management and REST API development

5 TASK LIST FOR SPRINT 1 9TH SEPTEMBER 2014 TO 16TH SEPETEMBER 2014

5.1 JEVON

Explore UI toolkits and libraries and determine which one is easiest to implement

Develop UI mockups

- Home screen
- Splash screen
- Registration
- Receiving an alert
- Notification bar management

Explore icons

- Reference app store for inspiration, particularly the Alerts App developed by Motorola

Notification display

5.2 AKASH

Explore Google Polymer project https://www.polymer-project.org/

Refresh jQuery knowledge

Create simple mockups

Build out a few test interfaces

Checkout the map interface found within polymer

5.3 STEFFAN

Develop UML class diagram that will showcase the code structure

Sort out issues with GCM

Finalize the data model as it relates to how it will be stored as an entity

5.4 JHEREZ

Develop list of possible/desired app engine queries, filters and operations

Finalize data model

Git enforcement

Look over Google App Engine documentation

Develop design patterns if applicable

Carry out additional research on namespace storage and querying