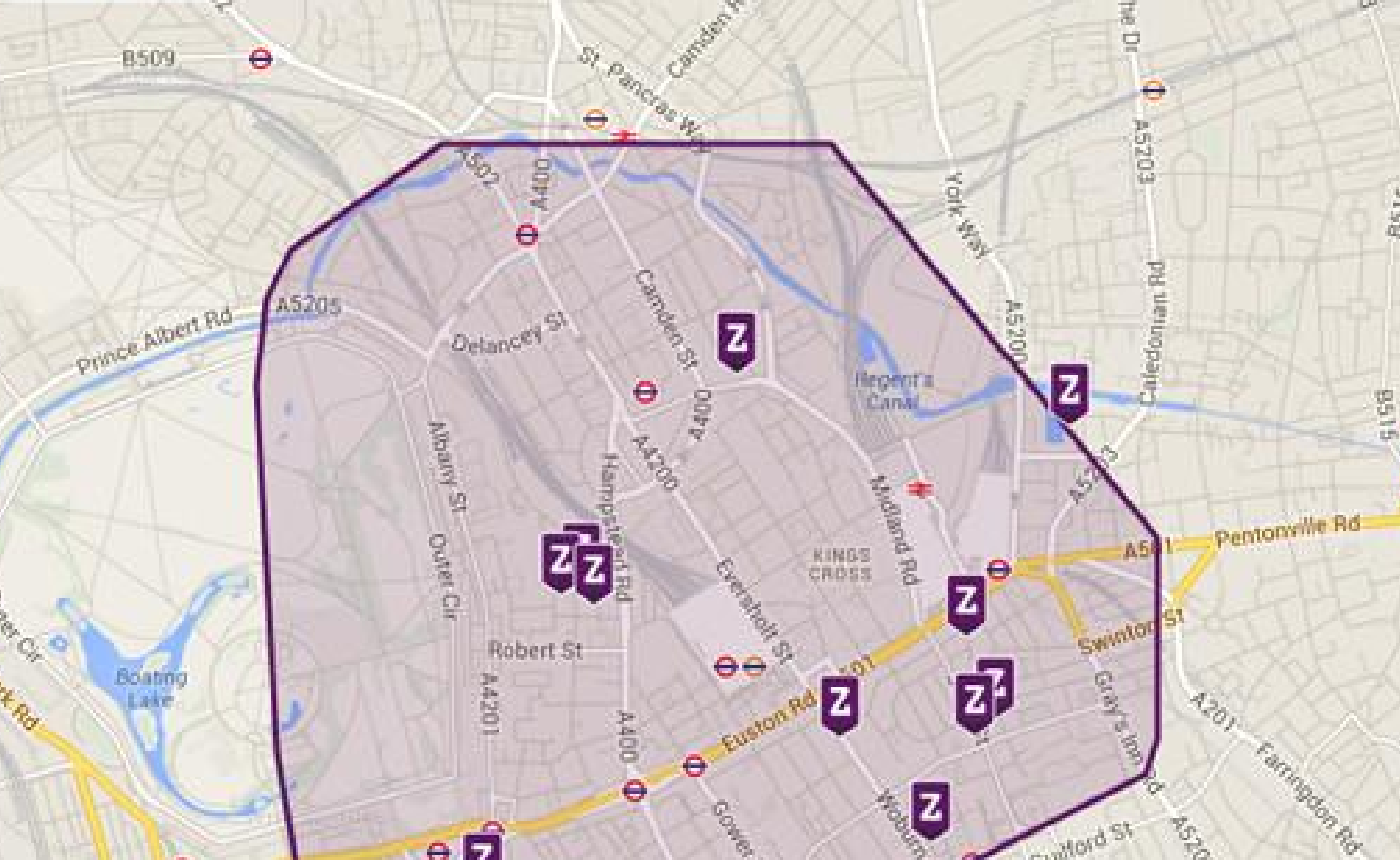


Kick-off Sprint #2

22/11/2016

Clément Duffau





Sprint #2

GeoCatching sprint #1

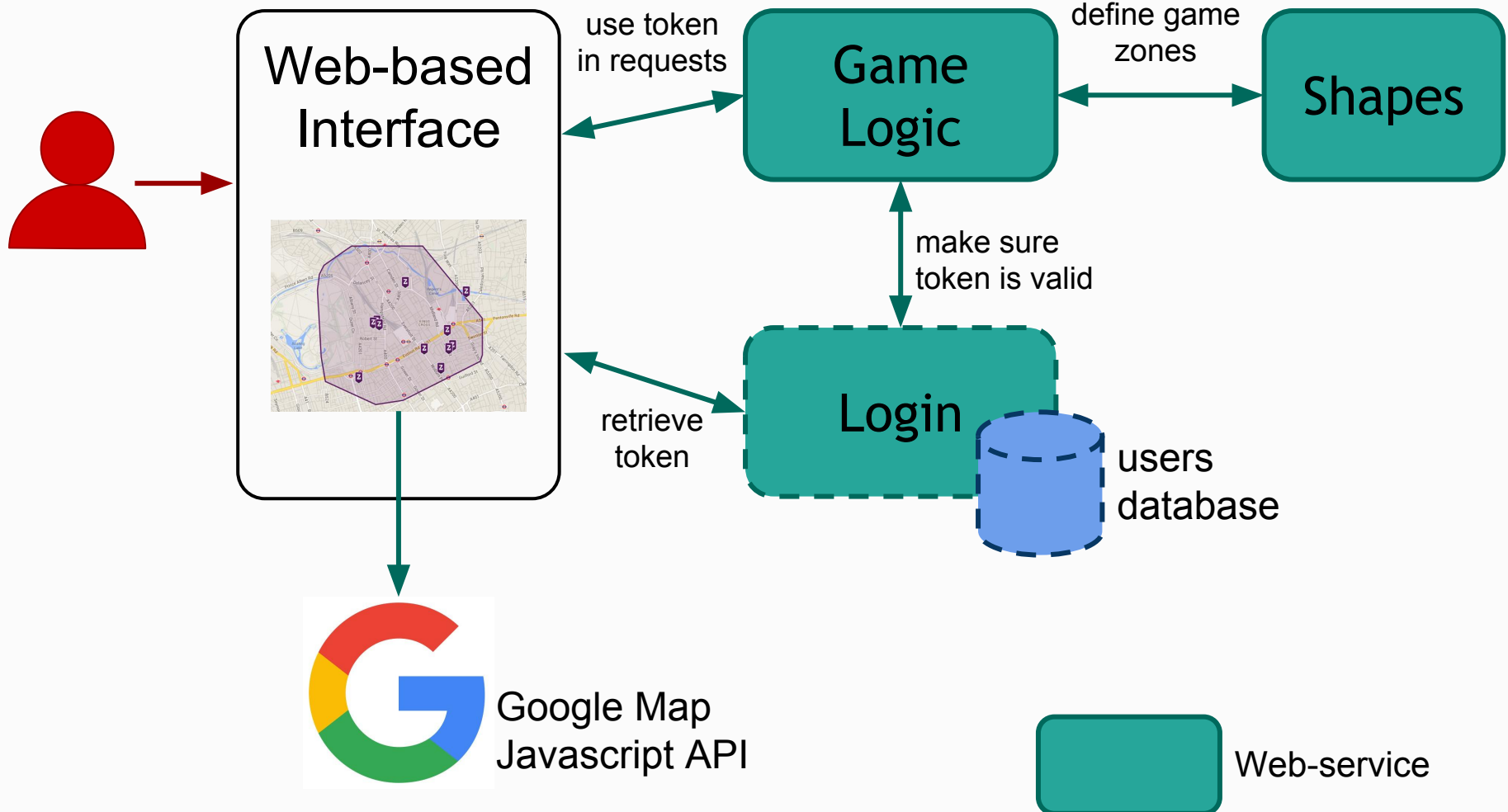
Drawing of zones on a map

User login and joining of a game

Browser-based **geolocation** of the player

Color differently the zone the **player is in**

Proposed Architecture



GeoCatching sprint #2

[M1] Advanced administration of players and avatars.
Players ranking.

[M2] Team administration. Player can join a team and catch zones for this one.

[M3] Define zones from shapes with the Shape WS

[M4] Handle catching a free zone via mini-game

[M5] Handle zone reinforcement (zone already caught)

[M6] Handle catching a non-free zone via mini-game

1 feature

$\langle = \rangle$

1 group

us

=

client

=

need to speak with us
for detailed specs

GeoCatching sprint #2

- [M1] Advanced administration of players and avatars. Players ranking.
- [M2] Team administration. Player can join a team and catch zones for this one.
- [M3] Define zones from shapes with the Shape WS
- [M4] Handle catching a free zone via mini-game
- [M5] Handle zone reinforcement (zone already caught)
- [M6] Handle catching a non-free zone via mini-game

What's expected - release

- The repository should contain
 - A folder with your web interface code
 - A folder with your server-side code
 - A folder with documents: slides, report, etc.
 - A readme file saying how to run the project and describing what is done and the contents on the repository
- Repository is queried by a script. **Any problem → 0**
- We only grade what's on the **master branch**.
- We get the **tag “sprint-2”**. **Wrong/No tag → 0**
- Deadline is **December 11 at 23:59**. **Late → 0**
- Relevant tests launched with Jenkins. **Any problem → 0**

What's expected - defense

December 13

15 minutes to present your work and a demo

5 minutes of questions

Minimal content

- Current state of the project
- Pros/Cons of your solution
- Perspectives

What's expected - report

December 18 before 23:59 **Late** → **0**

Content

- Team organization
- Explanation of the specifications
- Architecture of your solution
 - Presentation with **UML diagrams**
 - Pros/Cons
 - **Justification** of conceptual choices
- Retrospective sprint #2 compared to #1
- Perspectives
 - Improvements
 - What's to do in order to move towards mobile solutions

