CT Explored Scavenger Hunt App

Sprint Two Report

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2/26/2024

Team members: [redacted]

Functionality

During this sprint, the team created an authentication system for the app, which allows users to log into the app using their Google account or GitHub account. This functionality will be vital later down the road to help build the bot that will track the leaderboard. In addition to this functionality, the team also developed the Instagram functionality such that a user can click the Instagram link and be brought to the social media app. Here, the user can use the text that was autogenerated by the CT Explored App, that has the location of where the user is checking in, and a hashtag with their user ID. This will also aid in creating the leaderboard later down the road. We were also able to centralize the styling into one file that will be used across all the pages.

We planned for 15 points. Out of those we accomplished 2 points; however, we did add new user stories. We initially planned to implement Meta's endpoint API to fetch information (this was worth 10 points, 8 points for the API and 2 points for the reach goal of generating the HTML snippet). However, due to unforeseen challenges and the cost of implementing it, this approach was not practical, especially given our short time frame. Thus, we had to pivot our approach and we created new user stories to reflect that change. We ended up accomplishing 18 points this sprint, with 2 points for the styling and 16 points from the three new user stories that were added. (See breakdown of points below).

Discarded Stories:

- As a Developer I would like to utilize Meta's API endpoint to fetch information on the hashtag, and gather a list of users and how many posts they have with the hashtags (8 points)
- As a developer I want to generate an HTML snippet and Json object to send to the website and app to display score information. (2 points-->reach goal for this sprint, possibly might move to sprint three)

Additional user stories added:

- As a Developer I would like to create an OAuth system that will allow the user to login using their Google/GitHub account so that the user has an account associated with the app and their data can be stored in the database. (8 points)
- As a User I would like to be able to copy text generated by the app so I can post a comment to Instagram with the place I visited. (5 points)
- As a Developer I would like to generate a hashtag with a unique user ID that will be added to the end of the generated text so that I can keep track of posts made by each user. (3 points)

Demo of the App:

[see attached video]

Individual Contributions

During this sprint, [redacted], [redacted] and [redacted] worked on creating the Authentication system for the app, which allows users to log in using their google or GitHub account. This will be useful later down the road when the Instagram API will need to be linked to individual user's accounts. A new Gmail account was created to interact with Supabase and help with authentication (to be able to login with google through our app) and have everything linked in there. Users are now able to login and link our app to their personal google or GitHub accounts. [redacted] worked on the styling of the app and consolidated everything so that it was easier to control the styling from one place as opposed to multiple places in the app. [redacted] worked on creating the linkage to Instagram so that when users press the Instagram button, it will take them there and create a generated text that has the user ID at the end in the form of a hashtag, in the comments section of the post.

Customer's Feedback

When meeting with [redacted] and showing her the demo, she said she was very impressed with us and the progress we made after the roadblock. Some feedback we received had to do with the logon and how it looks. She asked us to not force the user to login and make it an option. So, the user would have the option to link their Google/Facebook/etc account or continue as a guest.
Another issue she mentioned was having a line linking the different points of interest on the map (so it's connected by a path line). Also, we'll need to clarify how to access Instagram from our app, probably by having directions that specify to the user how to access it and get to the comment section. She also asked us to work on the header that's used.

What Worked Well

The aspect of the sprint that worked well for us was brainstorming. When we hit the roadblock and could no longer use the original Meta API, we had to switch gears and find a new approach. As a team, we were able to come together and find a time where we all could meet. We did a great job discussing next steps based on what went down and were able to come up with different ideas and approaches. Later we settled on one and confirmed with the client. Meeting and talking with the client also worked well for us as a team, because we were able to get information quickly and make decisions that would make her happy. Once again, our ability to teamwork worked in our favor, and we were able to pivot quickly.

Problems Faced

One of the biggest problems we faced was with Meta's API that we originally attempted to use. The use of that API would require us getting permissions from Meta and submit a working/functioning app to be reviewed, among other criteria that we would not be able to complete in a timely manner. This caused the need for our team to pivot our priorities and come together quickly to resolve the issue and come up with a new plan. In addition to using a new API, we had to create an authentication system for our app so that we would be able to track users in our database, which will later be used for the leaderboard. There were a few issues faced with the import statements of the authentication system, which ended up needing to be rewritten and a different approach was used for the authentication.

Lessons Learned

One of the lessons we learned was that time management is key. Due to the roadblock, we faced and the busy nature of our schedules, it left the team with very little time code working functionality for this sprint, but we pulled through and were able to get it done. This experience taught us how important proactive readiness is, along with being able to acknowledge that unforeseen setbacks can (and probably will) happen.

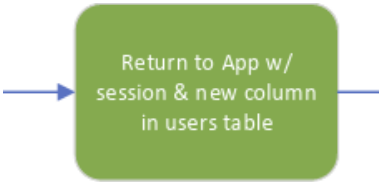
Changes to be Made

Based on our experience and the insights we gained, we aim to enhance how quickly we pivot and be able to swiftly recover from unforeseen obstacles. In addition, we will try to make more time with our busy schedules and be more flexible when we can get functionality working.

Sprint Three Plans

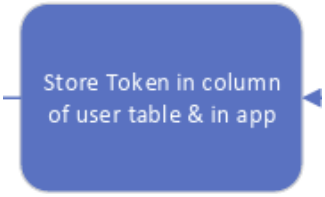
- As a developer, I will have to implement a new table in the DB to store user information by linking to the database. (5 points)

Tasks:

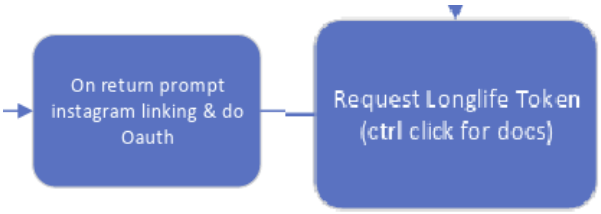


- As a developer, I would like to extend the user DB schema to create a system to store and renew the Instagram access tokens. (5 points)

Tasks:



- As a developer, I will need to extend authentication flow so a user can link their Instagram account to their app/sign in account and store the necessary token for future requests. (5 points)



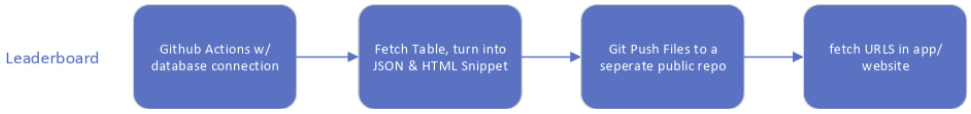
- As a developer, I would like to add Apple ID sign in to the user authentication system to allow for an additional account sign-in option for application users. (1 point)

    Task 1: Need non-profit Apple developer account waiver from Kathy.

    Task 2: Implement SSO for Apple ID accounts

- As a developer, I would like to pull leaderboard information from the database and generate a JSON & HTML snippet to be used in the app/website and update it on a set schedule. (5 points)

Tasks:



Going into Sprint Three, we plan to accomplish 21 points. We want to work on implementing the DB (Database) into the app more, by storing user information in a new table and extending it to store and renew tokens. We will also continue working on the authorization system and extend it so a user can link their Instagram account to our app. We will need to add apple ID sign in as well, and request permission from Apple. Lastly, we'll also work on the leaderboard more, so it will generate JSON and HTML snippets to be used on a set schedule.

Challenges Anticipated

Some challenges we might face will be with the database. To ensure that the database functions properly, there will be a significant amount of research required, and probably lots of trial and error. Also, another challenge might be with the setting up of the Apple ID, seeing as a lot of it is out of our hands and will take time to complete the application and get the right permissions from Apple (and not pay the fee).