# ChatMaps Deliverable 2

Sprint Review

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> Github: <u>https://github.com/ChatMaps/ChatMaps</u> Kanban: <u>https://trello.com/b/TaygvBv7/chatmaps</u>

## **Sprint Review 2**

## Features Implemented

- Added support for user login
- Added support for user logout
- Implemented map feature using Pigeon Maps
- Basic support for creating chat rooms
- Basic support for viewing chat rooms based on location
- Added support for user names (in addition to real names)

#### Issues Fixed

- Fixed slow page loading on login/registration pages
- Fixed UI bugs on main pages
- Fixed UI bugs on login/registration pages
- Updated README

## Implementation Review

 Lots of progress was made during Sprint 2 for ChatMaps. Many of the basic features that do not pertain to specific user stories, such as user accounts, mapping functionality, and chat rooms were implemented. Immense progress was made on the backend by choosing to integrate Firebase into the product and using Vercel for hosting. Several bugs occurred when adding support for user login/logout, with most of them being fixed. Specifically, onboarding pages would hang and creating multiple accounts on the same device would not function properly.

## Changes Made

- Consistent UI across multiple pages, specifically button style and color
- Updated main page UI for map
- Updated main page UI for chat rooms
- Switched from self-hosting to hosting with Vercel
- Switched from local database to Firebase

#### Plans for next Sprint

- Finish implementation of chatting within chat rooms
- Restructure folders due to change to Vercel and Firebase
- Make progress on user profiles and friends functionality
- Make progress on chat room visualization on maps

#### Scrum Review

• Our team continued to communicate primarily via Discord. We improved this sprint by holding several in-person meetings before and after each class period. We could improve our process by being more detailed with the work distributed to each team member during the sprint. Next sprint, we intend to switch up the roles between team members so each person can be more involved with each element of development.