

FAMU/FSU College of Engineering

Department of Electrical and Computer Engineering

Work Break Down

Team #305

Mouthpiece Social Media Application

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Date: 09/23/2022

- Fall Semester Goals

- Initiate Swift course and lesson plans for software engineers.
- Survey athletes in the area in order to scale out matrices of importance for application features.
- Create deadlines, micro deadlines, and immediate deadlines for paperwork, class forms, NDA agreements, and lesson plans.
- Design a UX/UI wireframe that shall highlight the front end of the mobile application.
- Have a concrete plan for the functionality of the application, filling all holes.
- Start development with the code homed on a private git server.

- Fall Semester Work Break Down:

- Initiate Swift course and lesson plans for software engineers.
 - Date Start:
 - 9/30/2022
 - Date Estimated Completion: 12/16/2022
 - Udemy Section Topic By Due Dates:
 - Oct 7th
 - Section 1: Getting Started with iOS Development and Swift 5
 - Section 2: Xcode Storyboards and Interface Builder
 - Section 3: Xcode Storyboards and Interface Challenge
 - Oct. 14th
 - Section 4: Swift Programming Basics
 - Section 5: Swift Programming Basics Challenge
 - Oct. 21

- Section 6: Auto Layout and Responsive UI
- Section 7: Using and Understanding Apple Doc.
- Oct. 28
 - Section 8: Intermediate Swift Programming- Control Flow and Op
 - Section 9: iOS App Design Patterns
 - Section 10: ios App Design Pattern Challenge
- Nov. 4
 - Section 11: Advance Swift- Classes, Inheritance, Adv Optionals
 - Section 12: Advance Swift Programming Challenge
- Nov. 11
 - Section 13: Networking, JSON Parsing, APIs, Core Local
 - Section 14: Networking API Challenge
- Nov 18
 - Section 15: Firebase Cloud Firestore, TableViews, CocoaPods Dependencies
- Nov 25
 - Section 16: Command Line and Terminal
 - Section 17: SwiftUI and Declarative Programming
- Dec 2
 - Section 18: Git, GitHub, Version Control
 - Section 19: Local Data Persistence - User Defaults, Core Data and Realm
- Dec 9
 - Section 20: In-App Purchases and Apple StoreKit
- Dec 16
 - Section 21 and 22: Adv Swift Class

- Member(s) Assigned:
- Task detail:
 - Team members login to the team Udemmy account and complete each lesson and meet the deadline for the corresponding lesson. This will ensure that each member knows Swift programming, front-end , and back-end design, networking and api, and advanced topics in Swift. This will grant a strong foundation in Swift and Xcode so that upon application development, team developers will collaboratively solve each problem that arises seamlessly.
- Survey athletes in the area in order to scale out matrices of importance for application features.
 - Date Start: 10/03/2022
 - Date Estimated Completion: 12/16/2022
 - Member(s) Assigned: Everyone
 - Task detail:
 - Team members will set time aside to talk to different basketball teams in the area (highschool, middle school, colleges, recreational, and parks) in order to see what features seem more important in an application geared toward athletes. Scale out matrixes for project design.
- Design a UX/UI wireframe that shall highlight the front end of the mobile application.
 - Date Start: 10/07/2022
 - Date Estimated Completion: V1 10/31/2022
 - Updated Wireframes as product develops
 - Member(s) Assigned: Ian Tyrell and Christian Robinson
 - Task Details:
 - Team will develop a clean and functional user interface and user experience mock-up as well as wireframe detailing how the application will operate and function under different user

conditions. Micro content such as words, descriptions, and fillers will be formed within the wireframe. Mapped out a target user flow and sketched out core user flow will be designed using a Mobile Frame.