



PROJECT EXPERIENCE REPORT

Serdachny Hockey iOS Mobile App

Abstract

This document provides an overview of the project experience and group review, a list of possible functionality improvement strategies.

Prime Software
University of Regina
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VERSION HISTORY

Version#	Description of Change	Author	Date
1.0	Document Creation	<i>McKenzie Busenius</i>	01/26/2020
1.1	Document Format Correction	<i>Jinkai Fan</i>	04/01/2020
2.0	Report Creation	<i>Jinkai Fan</i>	04/01/2020
3.0	Document Revision	<i>Jiahao Li</i>	04/04/2020
3.0	Report Completion		

Serdachny Hockey iOS Application

Background:

1. **Team Name:** Prime Software
2. **Project Name:** Serdachny Hockey iOS Mobile App
3. **Project Reviewed:**

The Serdachny Hockey iOS Mobile App is a capstone project developed by team Prime Software during the Fall 2019 and Winter 2020 semester. The App focused mainly on personal hockey training videos, with additional free video tips section, programs section, and contact information section. The primary purpose was to display the personal hockey in-training videos in which users could jointly improve their performance and quality of hockey skills by playing back on their daily training activities and actions. It presented an opportunity for users from various training to discover for themselves what happened and how to build on strengthens and improve on areas of weakness, as well as learning tips in which they might collaborate more effectively.

4. **Date of Review:** January 2020
5. **When the review was completed:** April 2020

☐ **During Project**

☒ **After Project Completion**

6. Participants

NAME	JOB TITLE	ROLE IN TEAM
Jinkai Fan	Developer	GUI design and implementation
Jiahao Li	Developer	Code Review, Function Revision and GUI implementation
Mckenzie Busenius	Developer	AWS server and backend configuration

7. Please provide a summary of the project

This project is in partnership with Serdachny Hockey under the direction of Steve Serdachny. The application is an iOS-based mobile management system to upgrade the current redundant system.

8. What went well and why?

(What were the successful steps taken towards achieving your objective?)

Successes	How to Ensure Success in the Future
UI design	Teamwork. Brainstorm. Be patient to clients. Listen to users' suggestions. "You are not the users".
UI implementation Cross platforms UI constraints	Be positivity, be optimistic, be patient, be creative, be motivated.
Retrieve videos from AWS S3 Bucket	Researches & Teamwork.
AWS Authentication	Ensure the authentication and data security
Feedback form Functionality	Make more friendly UI

9. What can be improved and how?

(What could have been done better? What can we do differently in similar situations in the future to ensure success? What would be your advice to future project teams?)

What can be improved	Recommendations
Replace the YouTube videos with database videos	Need more supports from AWS S3 bucket services. Documentation Researches. Test and support large data(scalability).
Login and Signup validation	Add more features such as third parties for validation
Dynamic Table View	Make more friendly/nice UI views
Personal videos	protected, public videos retrieval
Profile modification	Able to make changes on uploading person image, changing name, changing password.
Update Podcasts and way of listening audios	Podcast table should be updated once new comings. User can listen podcast audio in app.