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| Project Closure Report | |
| Purpose: This report should be completed at the end of a project. | |
| Project Name | How To Train Your Dragon Boat Mobile Application |
| Project Team | Andrew Cobb, Giuseppe Ragusa, Arsalan Farooqui, Nga Le |
| Company Name | Joey Corp |
| Company Contact | Andrew.Cobb@georgebrown.ca |
| Project Actual Start Date | 2020-01-06 |
| Project Actual End Date | 2020-04-06 |
| Reason for Project Closure | End of academic term |
| Client Acceptance Date | 2020-04-07 |
| Project Description | The purpose of the How to Train Your Dragon Boat project is to provide the George Brown College Dragon Boat Team with an application to aid the team with management of team members, the creation of dragon boat layouts, and the monitoring of dragon boat teams during practice. These processes are currently done through manual methods, mainly through scrap paper, and as a result are of very low effectiveness and efficiency. The How to Train Your Dragon Boat application tackles these specific problems, in order to provide a much higher level of efficiency during the completion of the Dragon Boat team’s tasks. |

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| Closure Activity Confirmation | | |
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| **Item** | **Confirmation** | **Comments** |
| **Project Considered a Success** | Yes  No  N/A | While the fully completed Application is still currently under development, the project is still considered a success due to what milestones what the development accomplished within the time constraint and the current challenges with the COVID-19 pandemic. The project is nearing completion (~90%-95%), and therefore will be completed to its fullest within the upcoming weeks. |

| Release of Hardware / Software | | |
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| Item | Description | Release Date |
| Mobile Application (Alpha Version) | Almost completed version of the application. Demonstrated to show proof of the project near competition. Certain bugs must be altered and application finalized before project is completed. | 2020-04-06 |
| Mobile Application (Beta Version) | Completed Version Of the application, to be demonstrated to George Brown College Dragon Boat Team. Deployment to Android Play Store at later date. | 2020-04-20 |
| Android Play Store Application | Deployed Version of the application available on the Google play store, to be released at a later date | May 2020 |

| Project Archival List | | | | |
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| Project Deliverables Report | | |  | |
| # | File / Email Description | Document Location | | Storing Media (Hardcopy/Softcopy) |
| 1 | Compressed .zip directory of HTTYDB application source code. | (Submitted as .zip file along with other document submissions) | | Softcopy (mobile application program) |
| 2 | GitHub Repository | https://github.com/AB-Cobb/Capstone | | Softcopy (online source code repository and documentation) |

| Re-usable Component / Tools Developed | | |
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| # | Re-usable Component / Tools Name Description | File Name(s) |
| 1 | SQLite Database Framework: developed a pattern for accessing SQLite database structure, includes variety of queries and database initializations that can be modified with ease to fit certain conditions and queries. | src/db/db.tsx, src/db/db\_init.tsx |
| 2 | Card Component: Component meant to hold information about an object, such as it’s name, any additional details, or displaying images. Used in lists for an organized interface | src/components/Card.js |
| 3 | Layout Row Component: Component that represents a single row in the layout interface. The components has a left and right object spot that will hold team members, and a slider that updates its position to represent the weight distribution of that row. This component is repeated multiple times depending on the number of specified rows | src/components/LayoutRow.js |
| 4 | Timer Component: A component that acts as a stopwatch for time. Starts at 00:00 and updates every second, as a normal watch would. Can be stopped and started at will. | src/components/Timer.js |

| Project Value/Benefits | | |
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| Provide a summary of the value/benefits of this project and indicate whether they have already been realized or will be realized in the future. | | |
| # | Value/Benefit | Realized / Future |
| 1 | Unique application designed to meet the needs of Dragon Boat teams. | Realized |
| 2 | User interface for designing dragon boat layouts, with boat balancing | Future |
| 3 | Position and speed tracking using map interfaces during races and practices. | Realized |
| 4 | Recording of analytics for map routes and reviewing of past analytics | Realized |
| 5 | Provide an interface for managing team members | Realized |
| 6 | Cross platform compatibility between Android and iOS devices | Realized |

| Lessons Learned | |
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| Include any technical, managerial lessons learned, preventative measures for issues faced, and aspects of the project that had a positive impact on the success of the project. | |
| # | Description / Explanation of Lesson Learned |
| 1 | Prepare for any risk, no matter how unlikely: During project development, a quarantine within the city was announced. The team had not predicted for an event such as this to occur, and as a result, did not fully realize the impact it would have on the development of the application, and with communication between team members. This resulted in disorganization when remotely discussing progress, updates, or issues with the overall development of the product |
| 2 | Plan for difficulties in IDE setups first: many of the technical issues related to the development of the project were related to the setup of the local Development Environments each team member used to program the application. This resulted in multiple situations were progress was slowed due to the timing of these issues. |
| 3 | Timing: the combination of additional educational practices and the unexpected lockdown had cut into development times. This meant the development schedule had to be changes under some occasions to both meet milestones and satisfy other requirements that each team member had to achieve |

| Best Practices | |
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| Identify any innovative methods, techniques, processes developed, as well as any other best practices used on the project. | |
| # | Description of Best Practice |
| 1 | The use of GitHub as the main Version Control system greatly improved the overall organization and development between Team members. Since each member had their own set of predefined goals to complete, GitHub acted as a central merging point to combine the works of each team member into the final product. This made overall development easier since conflicts between different source code files were easily avoided. |
| 2 | Having clearly defined team roles and expectations for all team members. By having a clearly communicated expectations of each team member allowed us to work independently and be empowered to make decisions while still being able to have a clear unified goal. Clear communication of progress on specific tasks allow for Team members to team code when problems arose to prevent delays and ensure tasks where complete in a timely manner |
| 3 | The use of regular meetups in person before the COVID-19 pandemic ensured that each member had knowledge of their own tasks as well as the tasks of the other members, and the upcoming milestones or deadlines for tasks. These meetups also served as a way to assist any members struggling with any development or technical problems, in order to ensure that their progress would not be hampered. During the pandemic, the use of our chat application (Discord) served as an effective way to maintain constant communication between team members by information them of any progress updates or issues they experienced, and served as a valid form of voice communication for group meetups. |

| Prepared By | | | |
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| **Project Team** | 2020-04-06 | | |
| (name) (signature) (date) | | |
|  | Andrew Cobb Andrew.Cobb@georgebrown.ca 2020-04-08 | | |
|  | Giuseppe Ragusa [Giuseppe.Ragusa@georgebrown.ca](mailto:Giuseppe.Ragusa@georgebrown.ca) 2020-04-08 | | |
|  | Arsalan Farooqui Arsalan.Farooqui2@georgebrown.ca 2020-04-08 | | |
|  | Nga Le Nga.le@georgebrown.ca 2020-04-08 | | |
| Handover Approvals | | |
|  | | |
| **Stakeholder/Industry partner Name and Title** | | << YYYY-MM-DD >> |
| Arsalan.Farooqui2@georgebrown.ca 2020-04-08 |
| **Comments**: (The project Manager, Arsalan Farooqui, is a representative of the George Brown College Dragon Boat Team, and has assisted and overseen the development of the project. His signatures serves as approval for the team at the current moment, as current communication with the Dragon Boat Team has been cut off due to the COVID-19 pandemic) | | |

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| Project Closure Approval | |
| **Stakeholder/Industry partner Name and Title** | << YYYY-MM-DD >> |
| Arsalan.Farooqui2@georgebrown.ca 2020-04-08 |