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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 |  |
| 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 |  |

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| Closure Activity Confirmation | | |
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| **Item** | **Confirmation** | **Comments** |
| **Project Considered a Success** | Yes  No  N/A | <<If a “Yes” response is provided, identify if there are plans to celebrate the project success and explain the plan to celebrate. >> |

| Release of Hardware / Software | | |
| --- | --- | --- |
| Item | Description | Release Date |
| 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. | 2020-04-06 |
| Android Play Store Application | Deployed Version of the application available on the Google play store, to be released at a later date | 2020-04-13 |

| Project Archival List | | | | |
| --- | --- | --- | --- | --- |
| Project Deliverables Report | | |  | |
| # | File / Email Description | Document Location | | Storing Media (Hardcopy/Softcopy) |
| 1 | Compressed .zip directory of HTTYDB application source code | … | | 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 |
| 1 | SQlite Database |  |
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| 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 | Map tracking and recording of analytics for future references | Realized |
| 4 | Management of Dragon Boat team members needed to create dragon boat layouts | Realized |

| Lessons Learned | |
| --- | --- |
| 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 |  |
| 3 |  |

| Prepared By | | | |
| --- | --- | --- | --- |
| **Project Team** | 2020-04-06 | | |
| (name) (signature) (date) | | |
|  | Andrew Cobb (email) 2020-04-06 | | |
|  | Giuseppe Ragusa [Giuseppe.Ragusa@georgebrown.ca](mailto:Giuseppe.Ragusa@georgebrown.ca) 2020-04-06 | | |
|  | Arsalan Farooqui (email) 2020-04-06 | | |
|  | Nga Le (email) 2020-04-06 | | |
| Handover Approvals | | |
|  | | |
| **Stakeholder/Industry partner Name and Title** | | << YYYY-MM-DD >> |
| (signature) (date) |
| **Comments**: (Due to social distancing, signatures are unable to be obtained at this time, will be obtained at a later date) | | |

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| Project Closure Approval | |
| **Stakeholder/Industry partner Name and Title** | << YYYY-MM-DD >> |
| (signature) (date) |
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Document Reference: www.ocio.gov.nl.ca/OCIO/pmo/docs/**project\_closure\_report**\_template.docx