

# Weekly Report

22/07/2024 – 28/07/2024

Group ID: **3**

Project Name: Gogle

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Team members:

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## 1. Achievements since last week:

STT	Description	Due Date	Responsibility	%Complete
1	Use case improvements	18/07/2024	All members	100%
2	Research application architecture	20/07/2024	All members	100%
3	Create wireframes for new features	21/07/2024	Vo Nguyen Phuong Quynh	100%
4	Test current application flow	17/07/2024	Cao Huu Khuong Duy Huynh Cao Tuan Kiet	100%
5	Weekly Report 9	21/07/2024	Ly Dinh Minh Man	100%

### 1. Use case improvements

We created around ten more use cases for our applications, and continue to refine them so that every members can figure out what features are needed to fulfill those use cases:

- Draw UC diagram: this makes us have a better vision about how the user will interact with the application.
- New features: based on the diagrams, we listed some helpful features to be added and brainstormed with each other about them.

### 2. Research application architecture

This task involves searching through the Internet to gather information, and documents about how applications are architected:

- Real-world examples: we learn from previous applications architecture, from small apps like Todo apps, to bigger applications like Facebook, Spotify,...
- From other researchers: we also collected some papers about this topic to further explore modern architecture, why they are needed in nowadays applications, and how we can apply them to our product in some aspects.

### 3. Create wireframes for new features

This task involves creating wireframes for new coming features, as the use cases keep growing after each week:

- Determine the features requirements: for each feature, we discussed and concluded about its requirements, benefits, and how to integrate them into current application flow.
- Produce wireframe for visualization: we sketched our features on paper and got a better view about them.

### 4. Test current application flow

This task involves testing the existing application flow, including login, signup, signout,... We will create new task based on the result of this work:

- List proper way to test an application: we can test our application in different ways: using browsers to interact with the elements, using API calls to test the backend system,...
- Plan the solution for every encounter errors: after testing, we identified some minor errors that may affect the user experience, and had planned to resolve them this week.

### 5. Weekly Report 9

This task involves taking meeting minutes, as well as members work of last week to document them into a proper document.

## 2. Issues and impacts:

### 1. Reviewing all report in PA-2

- **Issue:** This task can be time-consuming and may require extensive user research and feedback collection. Additionally, aligning improved use cases with existing system functionalities and constraints can be challenging.
- **Impact:** Enhanced user satisfaction, as more comprehensive and accurate use cases can lead to better-designed features that meet user needs more effectively. This can also improve the overall efficiency of the development process, as clearer use cases provide better guidance for developers.

### 2. Research application architecture

- **Issue:** This process may require significant time and effort, involving thorough research and comparison of various architectural options. Additionally, ensuring that the chosen architecture is scalable, maintainable, and adaptable to future requirements can be challenging.
- **Impact:** Significant for the application's performance and scalability, as a well-researched architecture can lead to a more robust and efficient system. This can also affect development speed and flexibility, as a well-chosen architecture can simplify development and maintenance tasks.

### 3. Create wireframes for new features

- **Issue:** Ensuring that the wireframes align with the overall design language and user experience goals of the application. This task requires a good understanding of user needs and preferences, which may involve extensive user research and feedback. Additionally, creating detailed and clear wireframes that effectively communicate the design to developers can be challenging.
- **Impact:** Clear and well-thought-out wireframes can streamline the development of new features, reducing misunderstandings and rework. Enhanced wireframes can improve user satisfaction by ensuring new features are user-friendly and meet their needs. Wireframes also facilitate better communication and collaboration between designers, developers, and stakeholders.

### 4. Test current application flow

- **Issue:** Identifying all possible user interactions and ensuring comprehensive test coverage. This task can be time-consuming and may require extensive manual and automated testing. Additionally, finding and documenting bugs or inconsistencies in the application flow can be challenging.
- **Impact:** Thorough testing can identify and resolve issues that might disrupt the user flow, leading to a smoother and more intuitive user experience. Testing can also improve the reliability and stability of the application, increasing user trust and satisfaction. Regular testing can help in maintaining high-quality standards, reducing the frequency and severity of post-release issues.

### 5. Weekly Report 9

- **Issue:** This task can be time-consuming and may require coordination with multiple team members to gather all necessary information. Ensuring that the report is clear, concise, and provides valuable insights can also be challenging.
- **Impact:** A well-prepared weekly report can provide valuable insights into the project's progress, highlighting achievements, challenges, and areas needing attention. This can facilitate better decision-making and planning for the upcoming week.

## 3. Next week's goals:

This coming week, our primary objective is to complete the next steps, based on the result of work in this week.

Here's a breakdown of key tasks:

1. **Fix errors in current application flow:**
  - o We will reproduce the errors in current flow to identify the feature causing that error.
  - o After that, we can discuss about the solution
2. **Apply research result:**
  - o Last week, we researched the application architecture from various sources and systems.

- o We need to apply these results to our application, and start creating diagrams, as well as documenting system details for future work.
- 3. **Design UI from given wireframes:**
  - o With the wireframes produced last week, we can utilize them for creating new screen UI and integrate to the current design system.
  - o With the UI ready, we can start implementing them into our application and release new features.
- 4. **Research Test Driven Development (TDD) method:**
  - o We decided that we should try TDD for one or two new features, so we need to prepare necessary things before actually implementing this method.
  - o Further research is required, and we need to consider test case design to cover all the functionalities.

By successfully completing these tasks, we'll establish a strong foundation for project execution moving forward. This comprehensive documentation will ensure clarity, alignment, and efficient development progress.

STT	Description	Due Date	Responsibility
1	Fix errors in current application flow	25/07/2024	Ly Dinh Minh Man Le Duy Anh
2	Apply research result	27/07/2024	Huynh Cao Tuan Kiet Le Duy Anh Ly Dinh Minh Man
3	Design UI from given wireframes	25/07/2024	Vo Nguyen Phuong Quynh
4	Research Test Driven Development (TDD) method	28/07/2024	All members