

CITRUS

BY GRIZZLY MOBILE

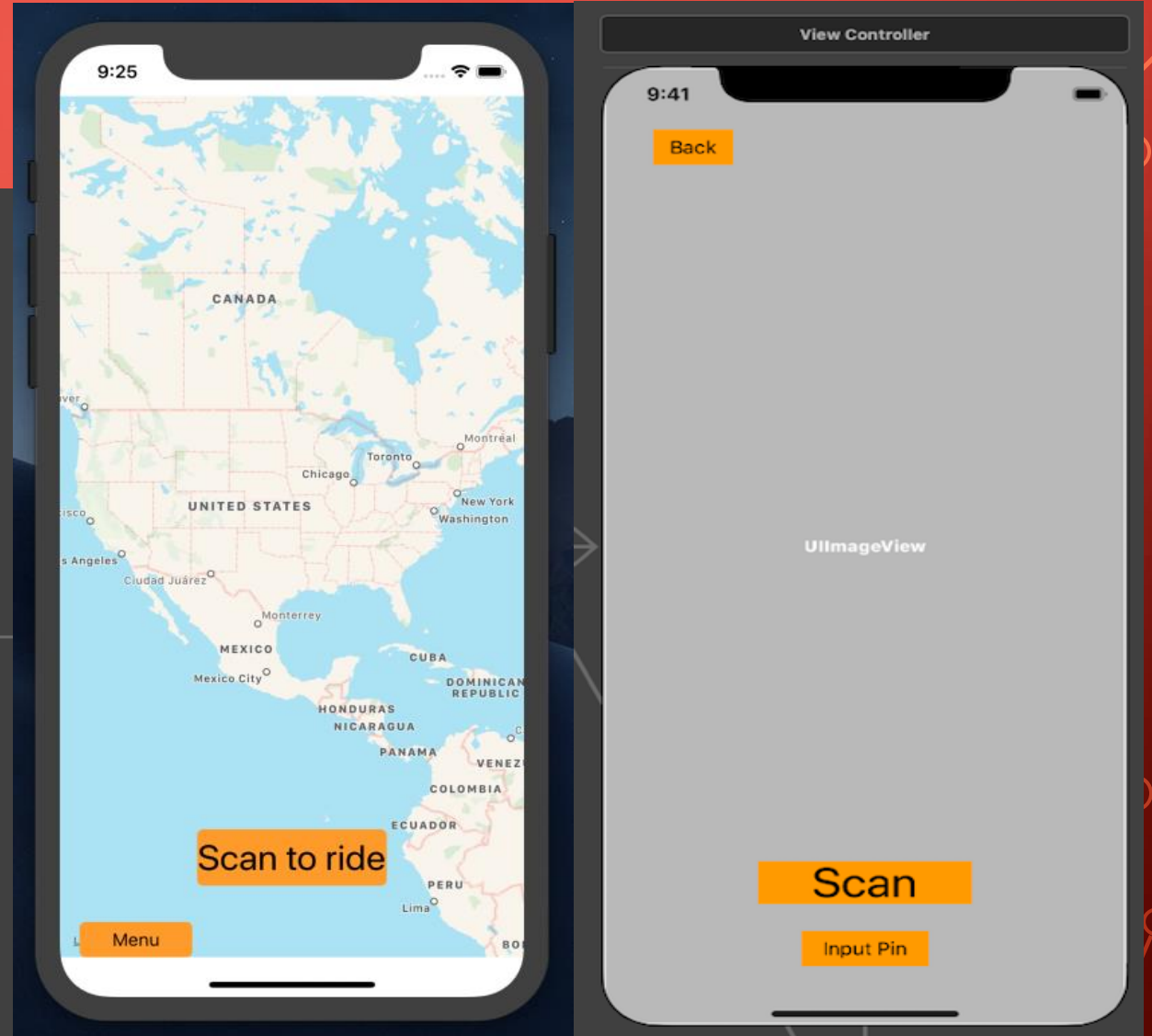
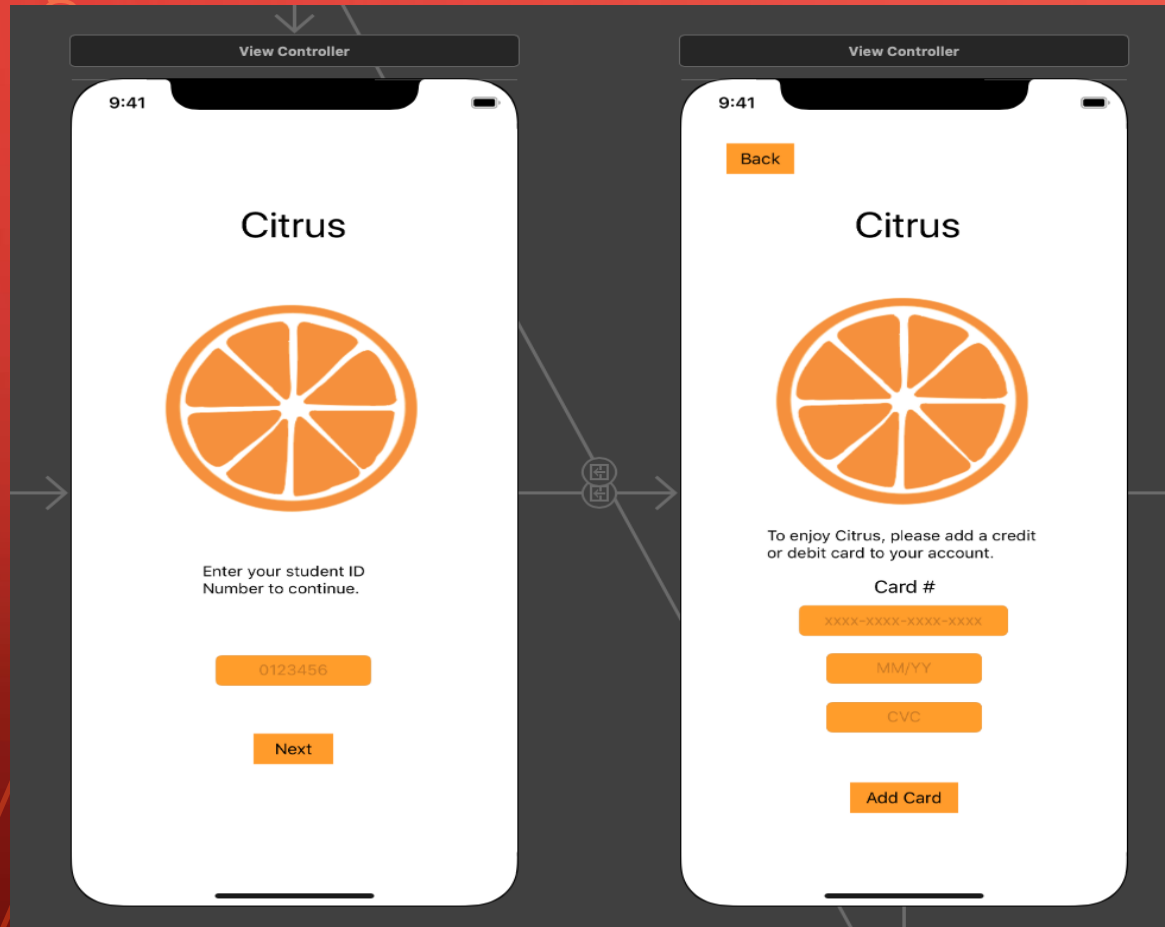
CHRISTIAN NDAYE

MICHAEL ANTHONY

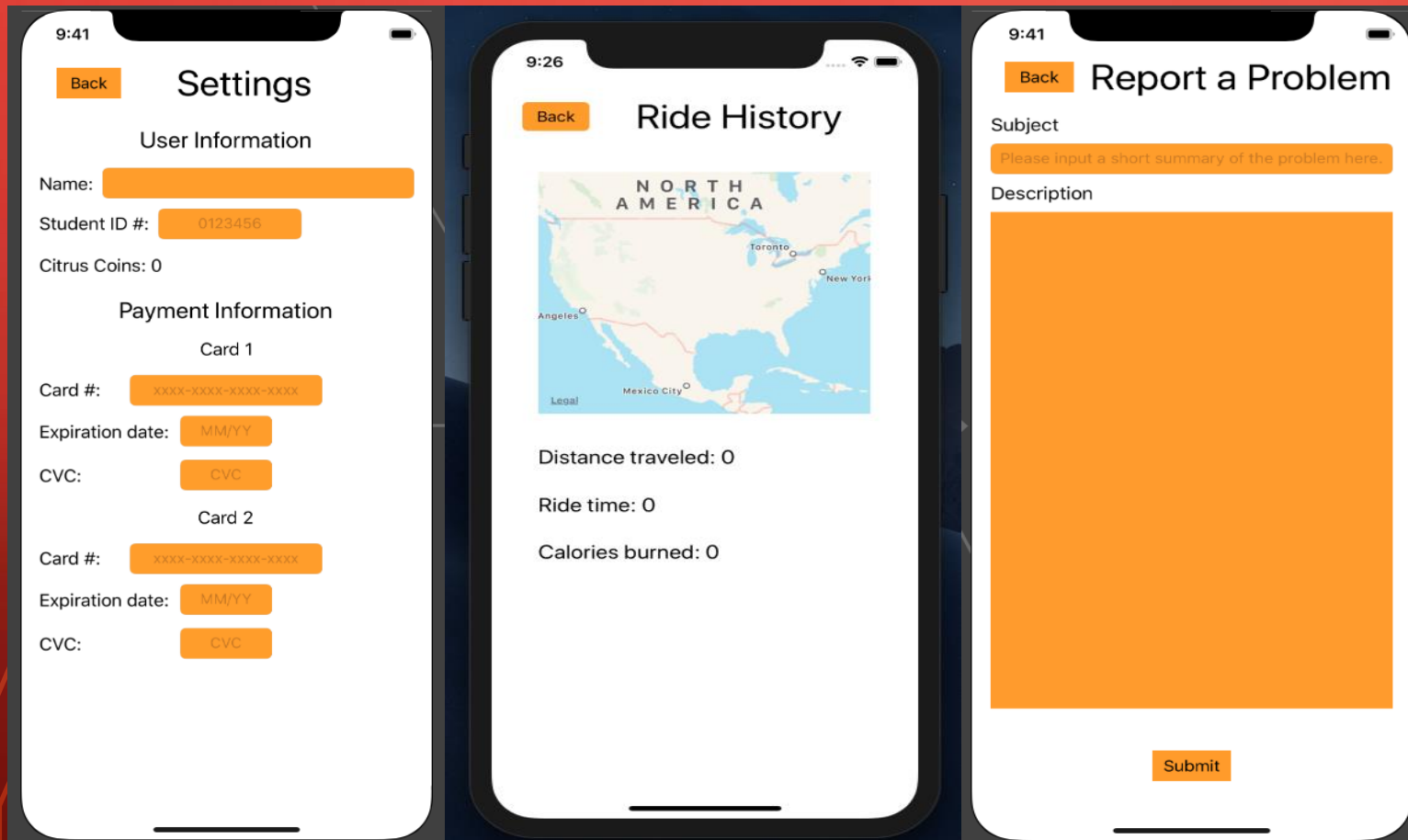
ADAM MORITZ



ORIGINAL DESIGN



ORIGINAL DESIGN CONT.



Three mobile app screens are displayed side-by-side. The first screen, 'Settings', shows user and payment information. The second, 'Ride History', shows a map of North America and ride statistics. The third, 'Report a Problem', shows a form for reporting issues.

Settings

Back

User Information

Name:

Student ID #:

Citrus Coins: 0

Payment Information

Card 1

Card #:

Expiration date:

CVC:

Card 2


Card #:

Expiration date:

CVC:

Ride History

Back



Distance traveled: 0

Ride time: 0

Calories burned: 0

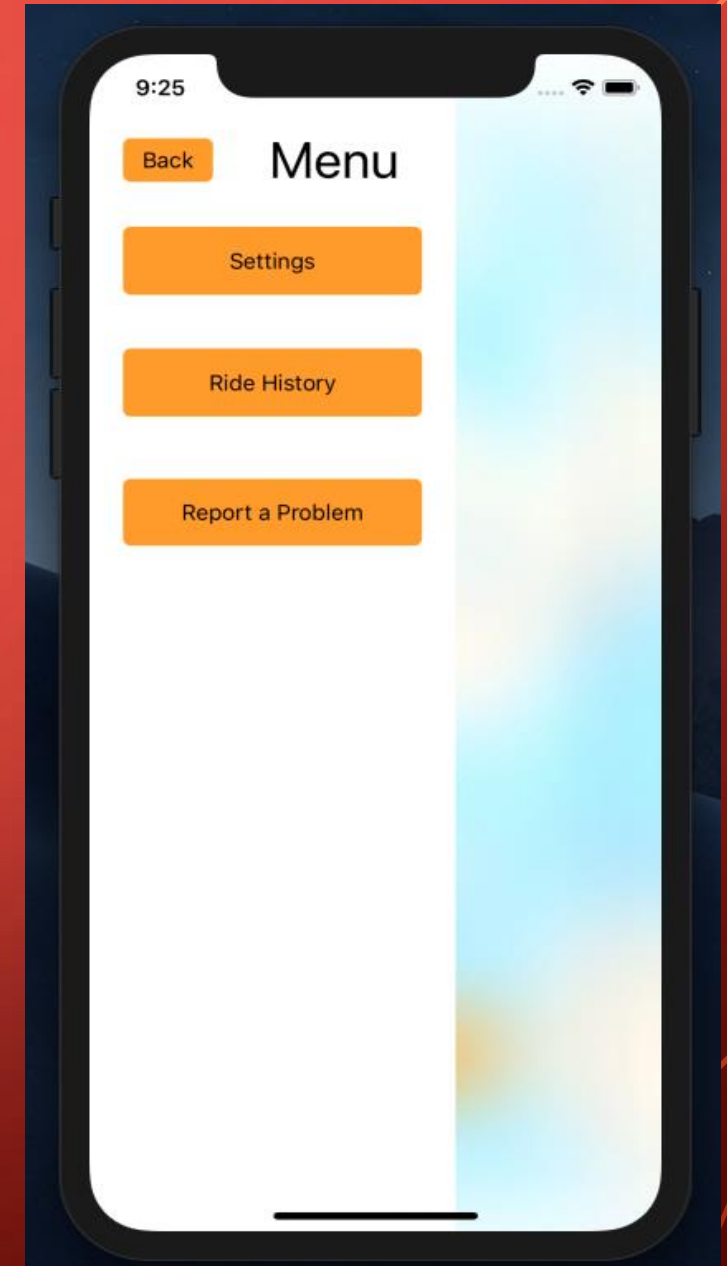
Report a Problem

Back

Subject

Description

Submit



A mobile app screen titled 'Menu' is shown. It features a 'Back' button and three main menu items: 'Settings', 'Ride History', and 'Report a Problem'. The right side of the screen is a blurred background image.

9:25

Back

Menu

Settings

Ride History

Report a Problem

RESPONSIBILITIES

- Documentation and Design
 - SRS Document
 - Christian – sections 2 and 5, use case diagram
 - Michael – sections 1 and 6, compiled sections into a single document
 - Adam – sections 3 and 4, use case diagram, use case text analysis
 - UML
 - Christian – design patterns
 - Michael – class diagrams, design patterns, sequence diagram
 - Adam – class diagrams, design patterns, sequence diagram
 - Project Timeline – Michael
 - User Interface
 - Christian – prototype UI design, final UI design, final UI generation
 - Michael – prototype UI design
 - Adam – prototype UI design, prototype UI generation
- Code
 - Design Patterns – Michael and Adam
 - Functionality – Christian

MEETING SCHEDULE

- Meeting Structure
 - Regular meetings every Sunday from 2:00pm to 5:00pm
 - GroupMe chat room and SMS used to communicate
- Schedule Changes
 - Met as needed throughout the week in addition to the regular meetings during more work-intensive phases
 - Meetings lasted longer during more work-intensive phases
 - Occasional individual work on code during the final phase

DESIGN CHANGES

- Alterations
 - Refined UI from prototype to final build of the app
 - Added a wallet section to the options menu
- Incomplete Functionality
 - Bike rental stations
 - Citrus points and support for cryptocurrency

CHRISTIAN

- People
 - Organize and Team work with excellent collaboration
- Programming
 - Swift
 - Xcode
- Design
 - Design Parterns and Xcode Design: App Design
- Knowledge of Available Tools
 - Swifts, Xcode, Firebase

MICHAEL

- People
 - Working and collaborating with teammates helped me get a feel of what it will be like in the industry.
- Programming
 - Some hands on Xcode app design and swift programing helped me discover a passion to develop apps. Along with learning design patterns, the experience has broaden my awareness on what goes into creating and deploying a working product.
- Design
 - Learning design patterns in swift was fun. I enjoyed creating the UML diagrams and seeing first hand all that goes into the design and analysis stage of an information system.
- Knowledge of Available Tools
 - I became more familiar with Xcode and the swift programming language. Learning about design patterns has expanded my knowledge and software ingenuity.

ADAM

- People
 - Presenting project ideas and progress
 - Collaborating with teammates on large software projects
 - Coordinating meeting times with teammates
- Programming
 - Coding in the Swift programming language
 - Implementing a map view function
- Design
 - Use case diagrams and text analysis
 - Sequence diagrams
 - Class diagrams and design patterns
 - SRS documentation
- Knowledge of Available Tools
 - Creating UML diagrams with Visual Paradigm
 - Creating a UI in Xcode
 - Creating repositories and submitting files to them on GitHub