CITRUS

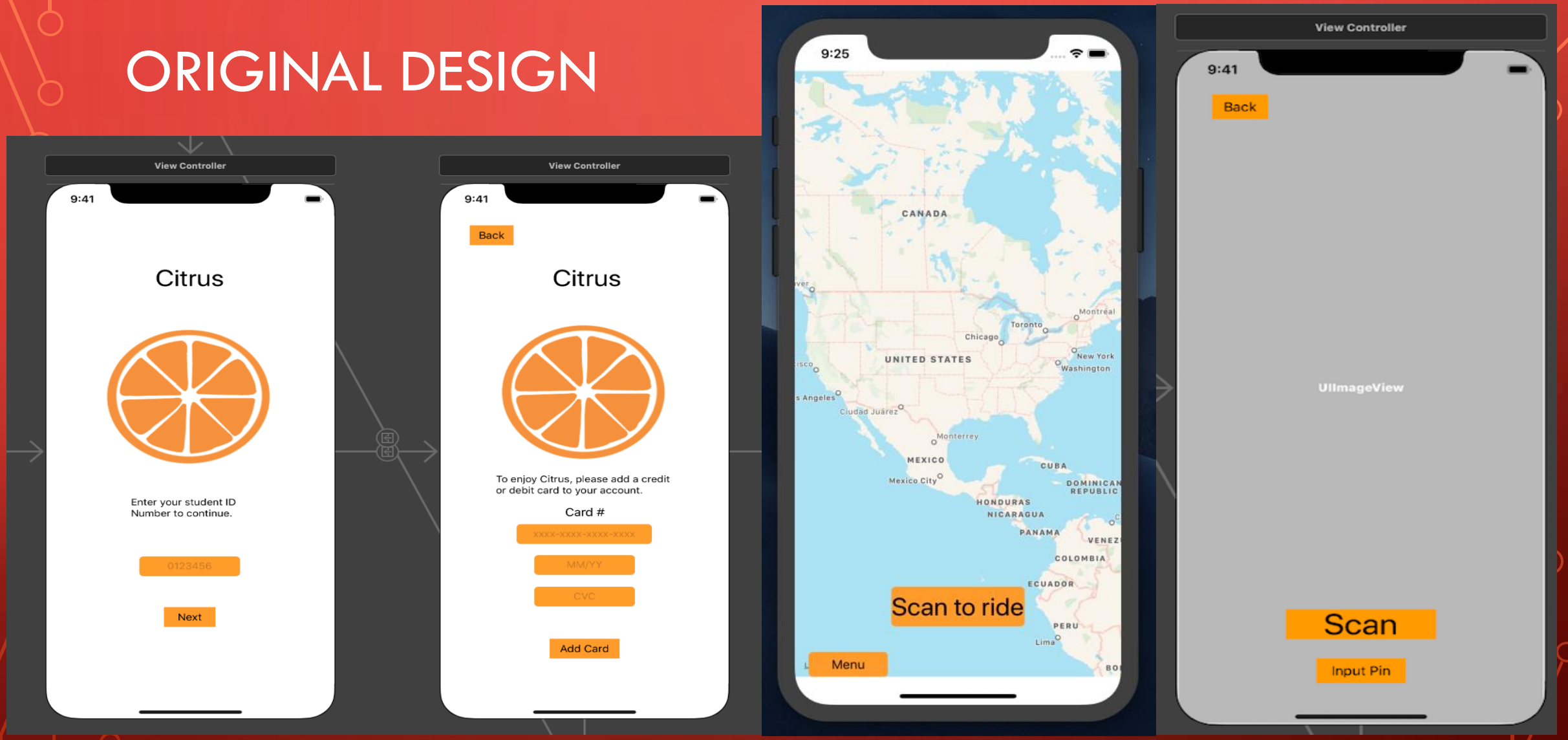
BY GRIZZLY MOBILE

CHRISTIAN NDAYE

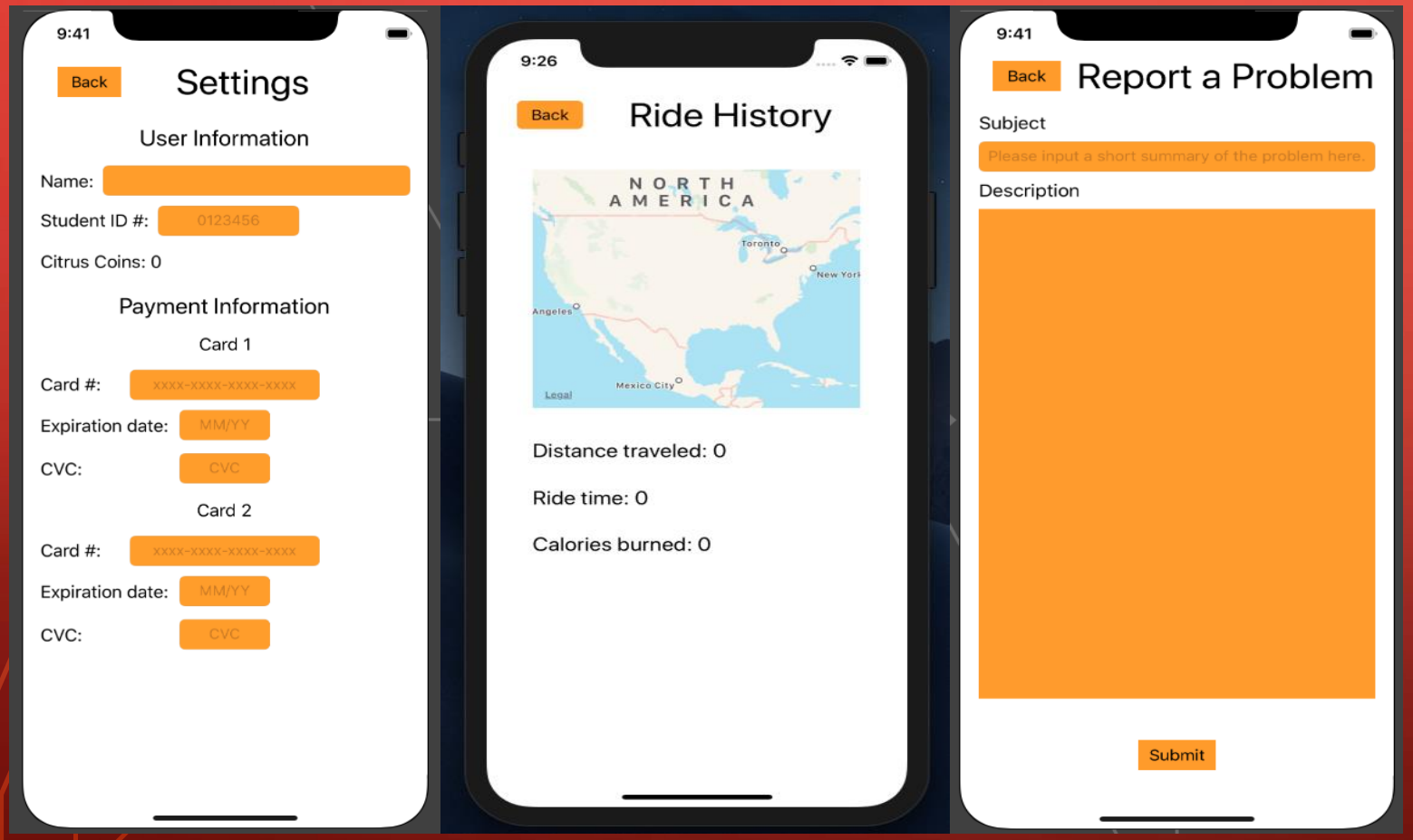
MICHAEL ANTHONY

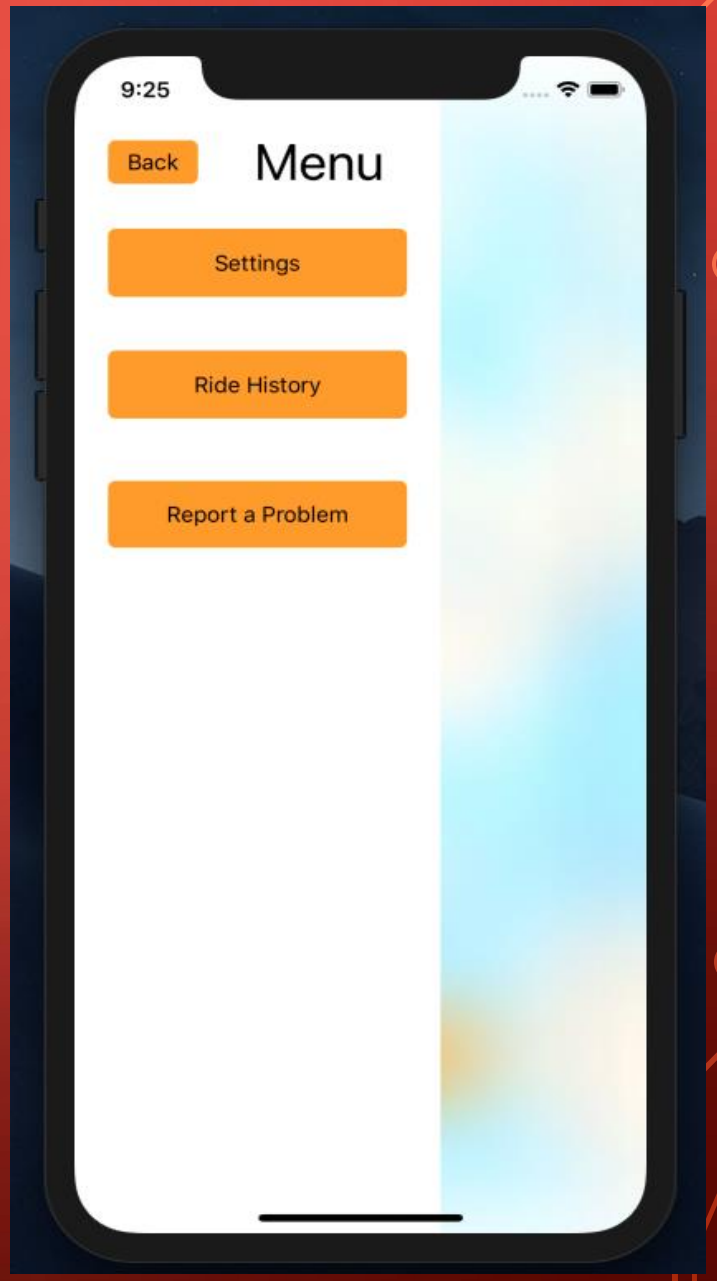
ADAM MORITZ

ORIGINAL DESIGN



ORIGINAL DESIGN CONT.





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