

CMPE 137

Semester project

Abenayan Ketheeswaran, Timothy Hodge, Rohan Patel

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Motivation and Introduction of the App

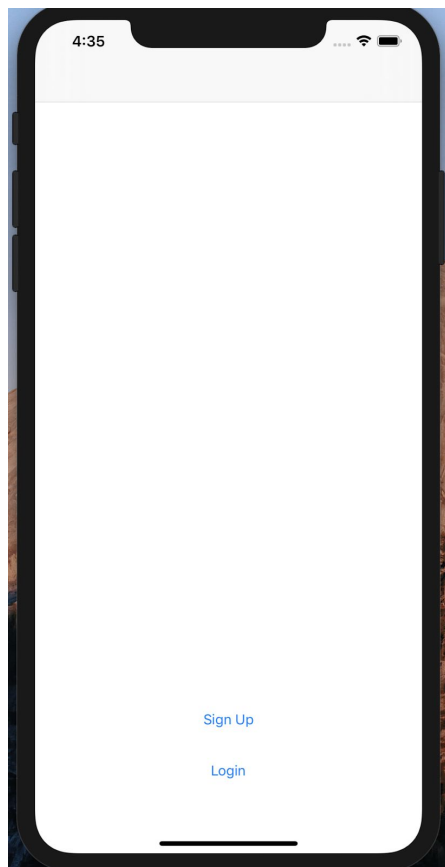
After looking through some websites on what app ideas are most popular, we started to see the same ideas pop up over and over again. We wanted to develop something that was outside of the box; something that has not been seen before. We found that daily-hacks get posted around on social media all the time; some useful and some not, but either way, we wanted to make it easier for people to change their lives by employing hacks. HackLife was born. Hacks entertain all types of users and aren't necessarily restricted to one specific genre. They can be anything, like: cooking, folding your clothes, a special way to take pictures, or even cool deals on products that nobody knows about. We thought that, with this app, we could make people's lives maybe a bit better by saving them time, money, and energy.

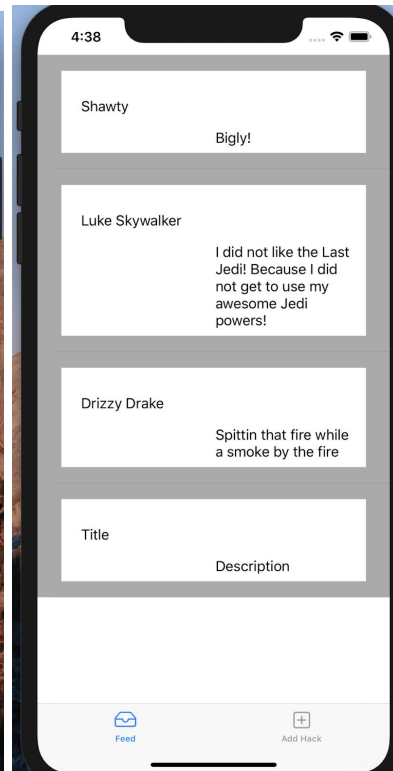
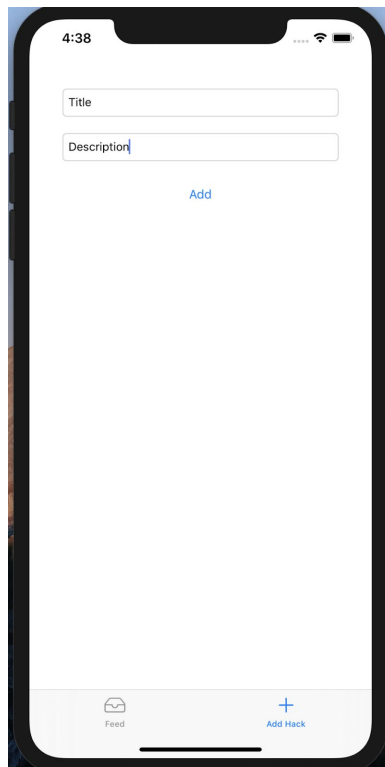
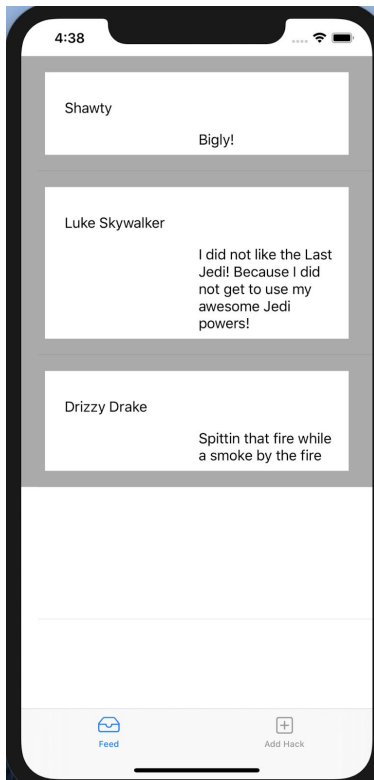
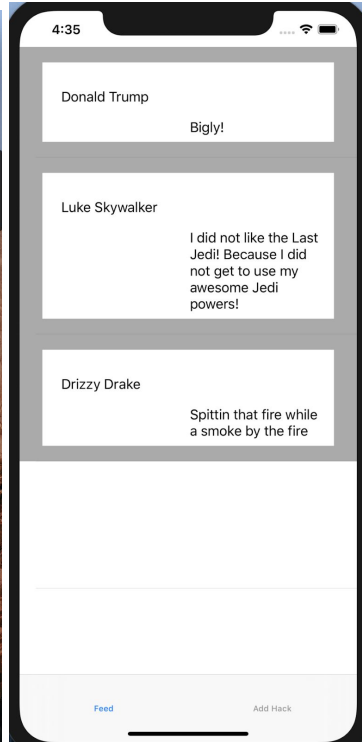
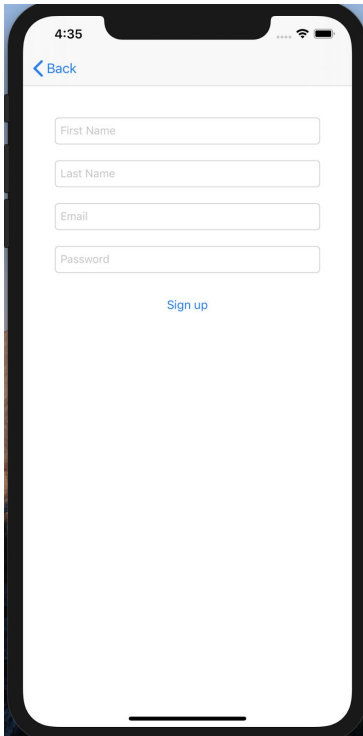
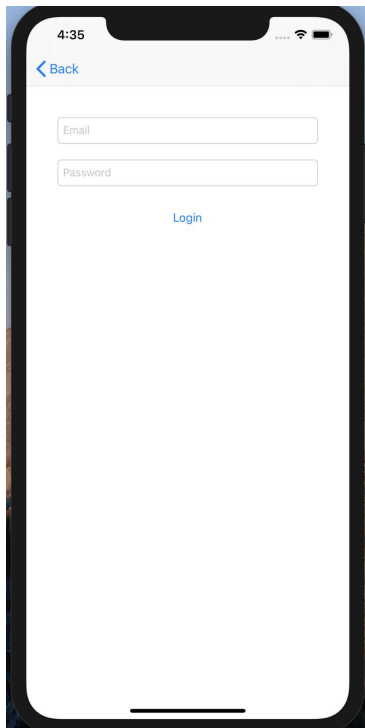
Technology Choices

For our Hacklife, we originally chose UIKit, CloudKit, Firebase and Facebook's SDK for login. We used firebase for login and storage. UIKit for the layout and design of the app and CloudKit for alternative storage. In the end we only managed to implement the Firebase back-end properly (Login, and storage of users) and UIKit.

Description of Features

With out current app implementation you can successfully login and sign up with Firebase. We also have a layout of the homepage which is the feed and one for adding "Hacks" to the feed. Once a user is logged in, they are greeted with their feed which they can then add hacks to.





Testing Plan and Results

We only did simple unit testing, such as checking if data is getting passed and refreshed, etc.

Our main goal in this was to make sure that user profiles that were created could be accessed.

We also tested the main functions of addition of a hack to the system. They were successfully stored.

Contribution

For the app implementation, what you see are screenshots of Abenayan's work. He implemented the main UI, where he started from the bottom up. This is, of course, is based on previous trials. Timothy figured out and implemented Firebase, as well as developing the Log in / Log out function while Abenayan did the Sign up / Sign out function, UI and enabling users to view hacks, as well as add them. The original concept and project proposal were written by Abenayan and Timothy. The views created with Adobe XD were created by Timothy. The report was written by Abenayan and Timothy. For the presentation, everyone contributed their part as when they presented during the actual presentation.

Lessons learned:

For the next potential group projects we learned that we should schedule meet-ups continuously throughout the semester and contribute to the project more regularly so that no one man takes on all the work, but rather everybody learns and contributes. Doing more like scrum techniques or similar software engineering methods as well. Some sprints along the way would have also made huge improvements to knowledge of the programming language and a better app overall.