

FUD Midterm Personal Progress

1) What things have you self learned and how you went about it

I learned a great deal in creating UML Diagrams. It is essentially the back-bone of the project and allows the back-end/programmers to have a visual representation and flow of the program. I used a lot of your powerpoint presentations to figure out the different kinds of UMLs and Design Patterns used in Software Engineering, but I also used reddit, stack overflow and yahoo answers to delve deeper into the different aspects of the diagrams. Building the UML for our team allowed for more clarity in what each back-end and front-end programmer was supposed to work on. For design aspects, I looked at personal projects online that incorporate drinks and took UI concepts into mind.

2) What requirements have you contributed to the group proposal thus far

My primary role on our project was Front-End Developer and Artist. I was responsible for the majority of the UML Diagrams as well as the art like the color scheme and logo. I worked closely with Chris Bertram to draw up UI designs and name ideas. I created the logo via photoshop to incorporate the colors used in the app. There were multiple designs before we chose the current design. A few of them are seen at the end of the document. I also contributed to the drink recipes :)

3) What use cases have you developed

I worked with Chris to figure out how the user would interact with our app. We both are food/ drink enthusiast so we knew what the user would be looking for. We knew we wanted a search feature so we asked the back-end to curate a search bar. We further refined the search to look for the name of the drink, tags associated with the drink, or ingredients used in the drink.

4) What UML design have you developed or reviewed

I developed the Activity Diagram used for the final project using a program called draw.io. I've used draw.io before to make state machines but it is my first time using it to create a UML Diagram. Eric also helped me with the final UI-Diagram

5) What classes and code have you developed

I didn't develop much code, but I did have a say in what would be better implemented from our weekly sprints. Majority of it was quality assurance for me since I was particular with how the user would interact with our app.

6) What you plan to work on next

I'm currently working on the finalized state of our UML Diagram to ensure it is up to date with our current project. We did not implement some of the features we wanted to so I'm taking it off the diagram. I'm also polishing up the images used for the drink landing page. I've been meeting with the back-end team via Discord to ensure our UML is up to date.

