Too Smart 2 Start Android Application

Too Smart 2 Start has hired Adam Amir to develop an Android application for their **organization**. Shelby Sorenson was brought on by Joe Dwyer as Project Lead.

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1. Introduction

- **Background & Objectives**

  Too Smart 2 Start is an organization which strives to help the youth with mental health concerns, tutoring, mentorship, and resources to aid in youth development.

  The main objective of the application was to create a menu which provided buttons that would redirect the user to helpful resources.

- **Scope of the Project**

  Terrell Pollard, the president of Too Smart 2 Start, has created an outline which specified the organizations main boundaries and functionality of the application. The boundaries that were given to the developers are as follows.

  - A banner or message that says call, text, or chat with 988 for suicide and crisis lifeline.
  - A banner that includes the following logos:
    - Henrico Too Smart 2 Start Coalition
    - Henrico Prevention Services
    - Henrico County
  - (Centered) Homepage menu buttons.
  - Purpose:
    - To provide quick access to information on the coalition, mental health, or Henrico County as soon as the app is opened.

- **Project Deliverables**

  The final product of this project will be to deliver an Android application which will fit the specified needs stipulated by Mr. Pollard. In addition to the application, this document and a few other key concepts were requested to be created by the developers and they are as follows.
    o Phase 1
      - Create a basic Android application which will reflect the parameters specified in <u>Section 1 subsection 2.</u>
    o Phase 2
      - Add ADA compatibility.
        - Images <u>must</u> have alt text to accommodate users with colorblind disabilities.
      - Add variable screen size support.
      - Add old and newer device support.
    o Phase 3
      - Add embedded chatting feature.
      - Add a search feature to make browsing the resources page easier.
    o Phase 4
      - Clone the app for iOS users.
      - Maintain the app to prevent the project deprecating due to old code being used.

- **Key Stakeholders**

    The main key stakeholders for this project are as follows.
    - Adam Amir – Backend Developer, Project Lead
    - Shelby Sorenson – UI/UX Developer, Project Lead
    - Omega Moore – Project Manager, Web Development & Programming
    - Joe Dwyer – Mentor / Backend Developer
    - Terrell Pollard – Client, NAACP President, 2Smart2Start Founder
    - Octavia Marsh – Client, Henrico Mental Health

2. Project Management

- **Project Team**

  The project team is as follows.
  - Adam Amir – Mobile Application Developer, Project Lead
  - Shelby Sorenson – UI/UX Developer, Technical Project Manager
  - Omega Moore – Project Facilitator, Web Development & Programming Instructor
  - Joe Dwyer – Expert Technical Consultant

- **Project Timeline**

  Listed below are major landmarks achieved by the project team.
  - Jan 6 – Project team met with the client.
  - Jan 17 – Created base template.
  - Apr 11 – Fix Scroll issues.
  - Apr 19 – Format app to fit clients' prerequisites.
  - April 28 – Client Meeting, Client approved prototype.
  - May 11 – Application delivered to Google Play Store.
  - May 16 – Final Presentation

  Below are links to view the update history of the project.
 - https://github.com/MagnusMarx/App-V2/commits/main

- **Communication Plan**

    - Project Team met on Jan 6 with client to discuss project details. Members present, Amir, Moore, Dwyer, Pollard.
    - Project Team created the application. Members present, Amir, Sorenson, Moore, Dwyer.
    - Project Team discussed conflict over email. Members present, Moore, Sorenson, Dwyer, Pollard.

3. Project Design

- **Design Approach**

  The client had specified parameters that needed to be met (see Section 1 subsection 2) by the project team. A visual example of this is shown below.
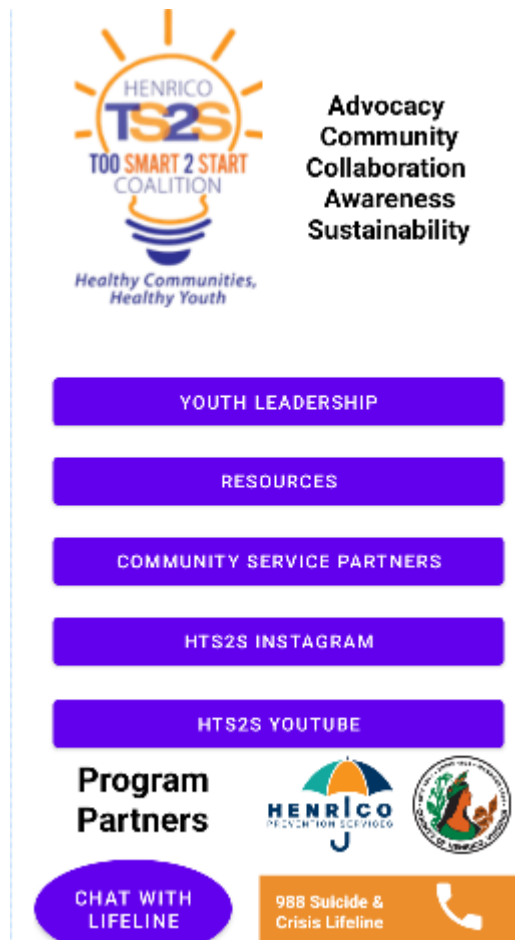
- **Technical Specifications**

  During the meeting with the project team and the client, which took place on Jan 6, a final project plan was created (see Section 1 subsection 3). Features such as a chatting feature which had to be

hard coded weren't planned to be implemented until Phase 3, which had yet to be set in stone. As it stood, anything further than Phase 1 was all conjecture.

- **Assumptions & Constraints**
  - o Assumptions:

    It is assumed that a separate team will take over this project and expand it to add a news feed feature, social media component, and any other modifications deemed necessary by the client.
  - o Limitations:

    The current team was limited by the impending end of the Henrico County schools second semester end. Future endeavors could face limitations from funding and technical expertise.

- **Architecture Diagrams**
  - o Wireframe – Figma file.
  - o See Section 1 subsection 2.

4. Project Implementation

- **Development Approach**

  o Team utilized Agile Methodologies in the development process. Team emphasized collaboration with the customer or end user throughout the development process. This helps to ensure that the mobile app meets their needs and requirements.

  o Project development team proven adaptable to new information and feedback from the customer or end user. Team prioritized continuous improvement through regular evaluation and reflection on the development process. Team meetings outlined in

- **Tools & Technologies**

  o Android Studio

    - Graphical User Interface (GUI) used to create Android applications.

  o GitHub

    - A software development collaboration tool created for individuals and teams to work together in an online platform.

  o Google Play-Store

    - Application store for public use.

- Figma
    - Wireframe used to design mobile, web, and desktop applications.

- **Development Timeline**

  The initial projection given, on January 5th, 2023, was that the mobile application would deliver a version 1 by the end of the Henrico County school year. On April 28th, 2023, a prototype was approved by the client. Final stage of development to be concluded with a deployable app in the Google Play Store for public use. Estimated completion on April 16th, 2023.
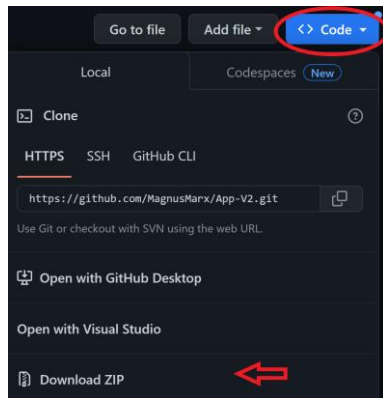
- **Quality Assurance Plan**

  Project team is providing ample documentation for the implementation of the mobile application.
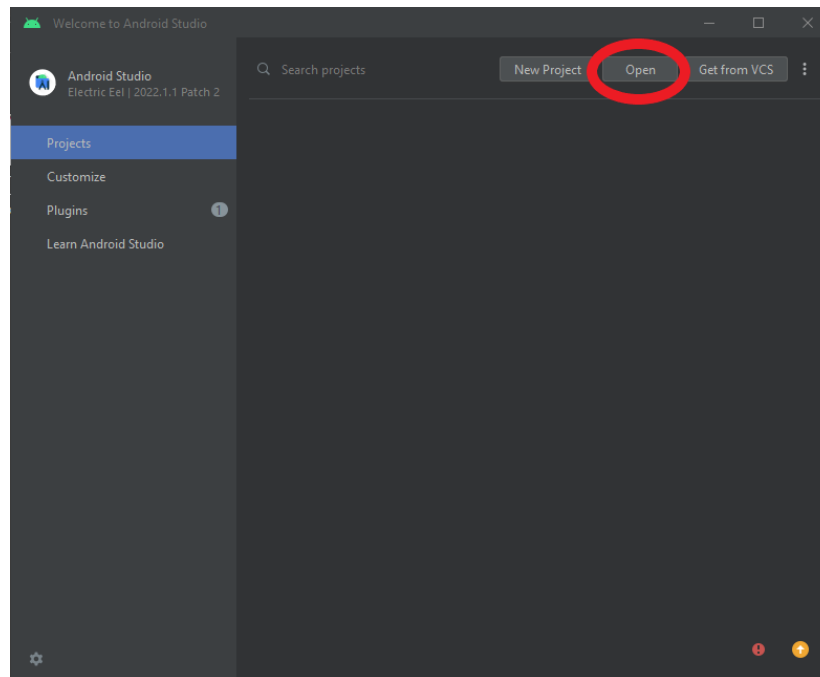
5. Deployment

- **Deployment Plan**

  o Host app project and files using GitHub.
  o Publish for public use on the Google Play Store.
  o Deployment:
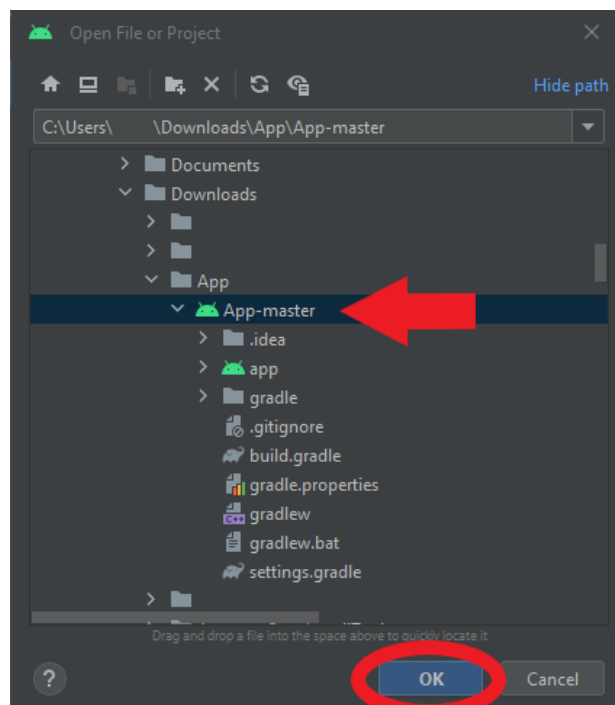   1. Click the **Code button** and **download as a ZIP.**

    2. **Right click** the file and select **Extract All**.

3. Open **Android Studio** or your IDE of choice and click **Open**.

4. **Locate** the folder you extracted the repository to, select **the folder with** the **Android icon**, then hit **Open**.

6. Maintenance & Support

- **Maintenance Plan**

The project is hosted on GitHub, free for public use. If <u>the client</u> decides to add features which have been specified after <u>Phase 1</u>, these project files, documentation, and wireframe will remain public data.

7. Conclusion

- **Project Summary**

This project was simple and lightweight. A wireframe was created using Figma (link specified in <u>Section 3 subsection 4</u>) which aided in the overall creation of the mobile application. The project files and documentation will reside on GitHub (link specified in <u>Section 2 subsection 2</u>). Phase 1 has been completed by the project team (specified in <u>Section 2 subsection 1</u>), any further changes will be developed by a separate team(s) who will remain unknown until the time comes.

8. Appendices

- **Glossary of Terms**
1. GUI
   Graphical User Interface. A computer program or device that you interact with.
2. ADA compatibility
- Ensures that websites and apps are designed in a way that makes it easy for everyone to use, even if they have a disability.