

Team

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Table of Contents

Aim and Goal.....	2
Scope.....	2
Tools and Technology.....	2
People and Roles	3
Plan and Current Outcomes.....	4
Presentation Slides	5
UI Prototype	5
Additional UI Design Artefacts	6

Aim and Goal

Meta Merge Tasker is an organisational app which will allow the user to achieve goals such as managing expenses, organising tasks, managing passwords, generating passwords, and making lists. Our goal by the end of the 12 weeks is to have a working prototype that has been tested throughout its development cycle which will then remain stable after its release.

We aim to show you our 5 MVF's as follows:

- An expense manager where the user can add, edit and delete a record.
- The login screen which will allow the user to enter their email address and password, with data being pulled from an encrypted database.
- An organiser with calendar view with the ability to add, edit and delete entries.
- A randomised password generator which pulls from a set of rules set by the user.
- A lists app enabling the user to add, edit and delete records similar to a “to do” list.

We will also be exploring 3 future functionalities:

- Updating and improving the general UI to include more usability.
- A password manager which can securely save the user's information via encryption.
- A voice recognised note taker app.

Scope

The project scope is simple; plan, design, build and then present a project which highlights 5 MVF's as well as provide an exploration of 3 EVF's. To be successful in reaching our goals, as a team we must work in the confines of the assessment deadlines set out by RMIT and its staff and to ensure each team member is assigned an even amount of work.

Tools and Technology

Like all great projects there are several tools and programs a team must utilise. The following tools and programs have either been used as part of the project or will be used in future assessments to obtain our goal.

GitHub:

GitHub allows the team to collaborate on our work with the added benefit of “version control.” Version control allows multiple users to make changes to one body of work by confirming with the user of all changes before submission. This allows the user to review

the work of their own or of someone else's. Version control also has the ability of reissuing a previous version of the work, this is particularly helpful if a bulk piece of coding needs to be reworked and the coder must start from the previous point.

Microsoft Teams:

Microsoft Teams has been used as our main forum for communication. We have twice weekly team meetings through the video chat function as well as countless back and forth chat sessions and it has been a great space to work on collaborative pieces on MS Word.

Trello:

Trello is being used as the team's project hub with all project tasks and activities dated and assigned to team members. It's also been linked to our Microsoft Teams page, allowing for a smoother workflow between forums.

Android Studio:

Android Studio first and foremost supports the Java language which will be the backbone of our project. It will also allow us to emulate and test our source code as well as being suitable to use across Windows and the iOS platforms.

Figma:

Figma to date has been used extensively to deliver the prototypes you will see today. It has allowed multiple team members to work on a single piece of work at the same time without causing file conflicts as it is a web-based development tool. It has also been of great use in inspiring our designs due to the large array of UI libraries available.

People and Roles

The team has taken on board Agile fundamentals and as such our current roles will no doubt change as the project evolves. To date, this has been our members' roles:

Matthew Wotton:

Matt has taken to be the team lead having led the formation of the group; he has also been the main point of contact for any issues that may come up as a team. Administrative and reporting as well as UI design have been the main roles to date.

Adam Mutimer:

Adams strengths lie in coding, debugging and fault finding. The next phase of the project will see Adam heavily involved in writing code for all MVF's.

Zachary Williams:

Zach has been leading the charge in UI design, most of the Figma design you see today has been created by Zach. He has also been busy researching several types of tools and programs which may come in handy throughout our project.

Luca Pallas:

Luca has been instrumental in bringing the project idea to life. Luca brought forth the Meta Merge Tasker idea and the many features it would have. As such, Luca is the Lead Developer and coder of the project.

Geoffrey Davis:

Geoff will be moving forward into the app development side with coding and fault finding at the base of what he does. To date, Geoff has prepared reports and assessment pieces for submission and provided a sizeable portion of writing of this presentation.

Plan and Current Outcomes

Plan and Updates

The initial plan for the Meta Merge Tasker was to have 5 fully complete and functional coded apps. Each app would bring value into the user's life by being able to assist in the organisation of one's daily life.

Due to time constraints and a higher than anticipated workload due to the amount of the functions the original idea would have developed, which would have been well and above the required amount for the assessment; we have scaled back the Meta Merge Tasker to include 5 limited functions from our original idea.

This has enabled the team to stay true to the original idea while maintaining a healthy and achievable workload.

Where is the team currently and is the rest of the plan feasible?

At the present stage, our team is divided into smaller groups to focus on various stages of the development cycle. We have done this to better allocate our time to ensure that all tasks and goals are reached within the designated timeframes.

Matt and Zach have been focusing on the UI prototype through Figma. Geoff has been focused on peer reviews as well as the script and presentation of the project updates. Geoff has also been making a start on the coding of several of the MVF's. Adam and Luca have been busy with working out the functionality behind Android Studio as well as making a start on coding.

With the team focused on varying parts of the project, we are confident we will reach the goal of a working mobile app, showing the 5 MVF's outlined previously.

Current Challenges and Team Reflection

The first few weeks of the project started off slow due to the team getting into routine as well as the understanding of its requirements and our individual roles. Over the following weeks the team managed to get into a set routine and put together a working strategy for the project.

Communication throughout the project has been difficult due to members having different schedules and outside commitments. Working remotely within a team environment also brings its own difficulties that you would not encounter if compared to working

face to face. However, the team has overcome these difficulties by running a second meeting during the week which has allowed all members to be present for at least one of the weekly meetings.

Learning new software and tools was initially a concern as the project required us to use software that none of the team had experience in, but as time has progressed so has the team's knowledge due to each members initiative in learning a new skill which in turn has boosted our overall confidence in being able to make our initial idea into a working application.

Overall, the team has grown immensely and as we move into the next stage of the project, our application is coming together and at our rate of progression we are confident we will have a working application by the assessment deadline.

Presentation Slides

Prezi Presentation: <https://prezi.com/view/1VCpf2FC2OKhuY7Pyouq/>

UI Prototype

Figma Project: <https://www.figma.com/file/2TIMjO1lqeXoFw0tAL06gl/Main-File>

Figma Prototype: <https://www.figma.com/proto/2TIMjO1lqeXoFw0tAL06gl/Main-File>

Prototype Demonstration: <https://youtu.be/RR2UzhJSxrg>

_____Additional UI design artefacts on next page_____

Additional UI Design Artefacts

