CENG-322 Deliverable 3

EzLot Ezpark

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Description:

Ezpark is an app where you can book for the parking and select your parking spot and book it so you can park your car easily at that point at chosen time. You can easily pay from the app. There are alot of features that make your car parking easy.

Name	Id	Signature	Effort
Akashdeep Singh	n01458137	Madauh	100
Prashanna kc	n01467778		100
Enrique robles	n01302490		0
Abdicasis Ali			0

GitHub Repo Link:

https://github.com/AkashSingh8137/ezpark.git

Username: imakash

Password: 123

Sprint Goals:

Implement a login feature alongside the registration feature to allow users to customize and record their personal data for future use

Additionally implemented feature that allows users to register through Google

Sprints:

Link for dashboard:

https://imakashrandhawa.monday.com/boards/3345996163/

I have already invited you over.

Sprint 3:

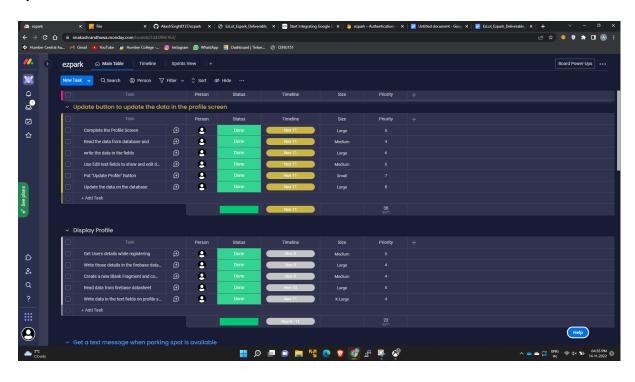


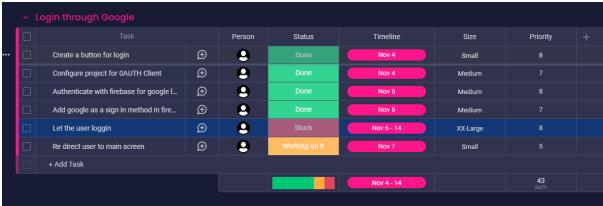
~	login								
			Person	Status	Timeline	Size	Priority		
	Enter the username and password	⊕	2	Done	Oct 13 - 14	Medium			
	If valid username and password, go to	⊕	9	Done	Oct 15 - 16	Medium			
	If password incorrect, then try again	⊕		Done	Oct 17 - 18	Medium			
	If Username doesn't found then create	⊕		Done	Oct 19 - 20	Medium			
	Ask for username , password, full nam	⊕		Done	Oct 21 - 22	Large			
	Sent an email confirmation your accou	⊕	9	Done	Oct 15 - 16	X-Large			
	Send user to home screen	⊕		Done	Oct 23 - 24	Large			
	+ Add Task								
					Oct 13 - 24		28 sum		
+	+ Add new group								

		Person	Status	Timeline	Size	Priority	
Login	⊕			Oct 10 - 12	Large		
Choose parking spot location	⊕			Oct 10 - 11	Large		
Cancel Booking	⊕			Oct 21 - 22	Medium		
Reason for cancelation	⊕			Oct 23 - 24	Medium		
Refund	⊕			Oct 25 - 26	Large		
Confirmation for cancelation	⊕			Oct 23 - 24	Large		
+ Add Task							
				Oct 10 - 26		38 sum	



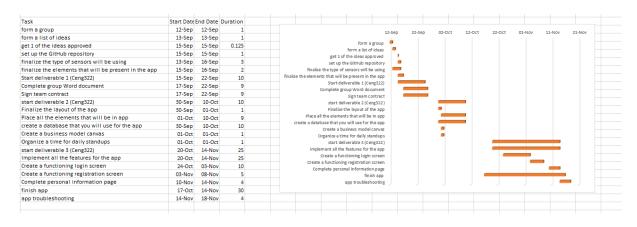
Sprint 4:

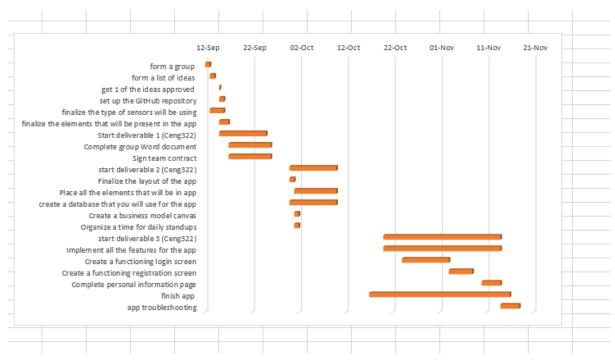






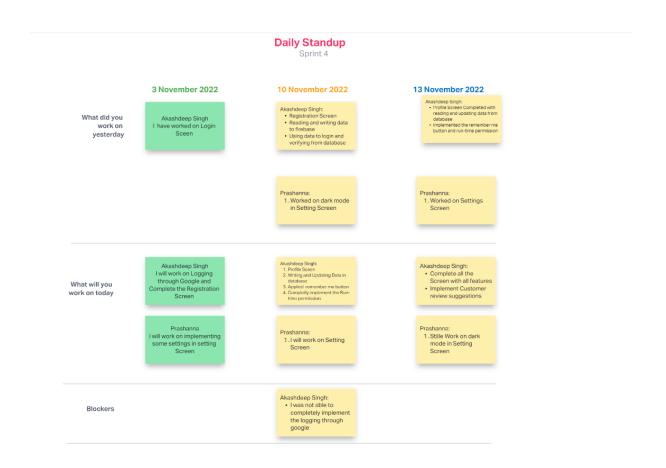
Gantt chart



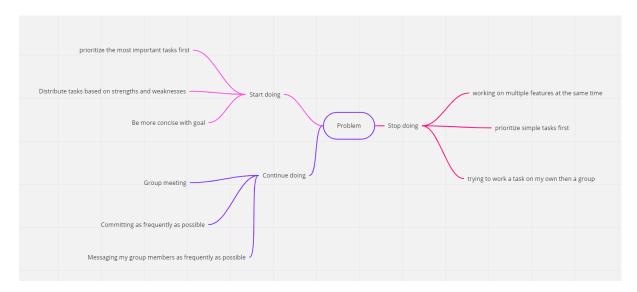


Daily Standups:

https://akashdeepsingh700666.invisionapp.com/freehand/Untitled-cS47hLASw?dsid h=ab1df50365ff024ee4036947247930adca4c722188378c414cfc4f8701ff9fa8&uid_h=a6e 2dc88c4f90a9e0e30cdc9a2f368e42fd9dc8ad9297c43a6ad88a217439240



Sprint retrospective:

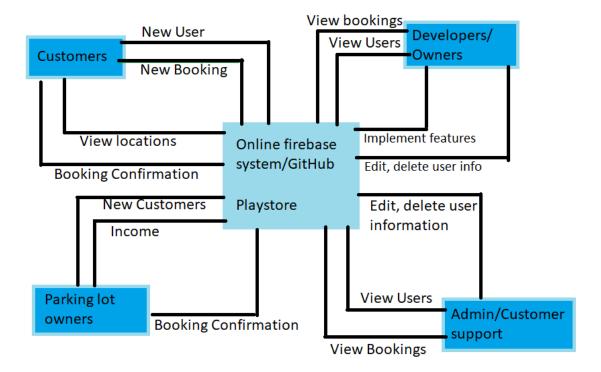


In the previous sprints, we want to add more features to our app however due to the lack of time and underestimating the amount of work we had to do we decided to abandon certain features to ensure the completion of the core aspects of this sprint

A significant problem that we ran into was the fact one of our team members must not responding to us due to this issue the workload increased causing us not to be able to finish all be tasks in the Sprint

to resolve this issue in future sprints we plan to only prioritize the main functions first and implement additional features if we have time left over additionally, we plan to delegate more time to certain tasks to ensure they get completed. Another improvement we plan to make for our third Sprint is to re-delegate the pass to the person that is most proficient at that pass to ensure the task is done much quicker we also plan to make a much more detailed plan for the Sprint to keep track of our group progress throughout the Sprint

system context diagram



Two design principles and pattern

Principles

DO NOT REPEAT YOURSELF(DRY) was one of the design principles we used to keep ourselves organized and to ensure we did not have repeating or duplicate code

KEEP IT SIMPLE AND STUPID(KISS) was another design principle we use to ensure that there was no communication error between the group members this principle helped us work off of each other's work easily and explain our thought process wall working on the project

Pattern

One design pattern that we used was object creation pattern this help us create objects an manage the implementations of new objects as needed throughout the process of building our app this pattern also helped us coordinate the implementation of objects and to ensure that everybody was on the same page

The second design pattern that we used for our project was structural design pattern this helped us create larger structures that contained our objects to ensure that all objects that were related to each other or contained and easy to read altered if needed

Additional Features:

- 1) User can register on the app and use that credential to login
- 2) User can choose remember me option so that they doesn't have to put there credential again and again
- 3) User can see there profile information in profile tab and can edit it from there. In this version, It is showing details of the default user and updating that.
- 4) User can use saved information and payment details rather then typing again and again
- 5) User can select the parking location and the parking spot.
- 6) User can check their confirmation anytime from confirmation tab

Run-time Permission:

We have implemented permission to access the photos. So User can access the photos or not

It is used in settings, where user can change whether app can access the photos or not. When user change the checkbox. App asks for Run-time permission and show the snackbar according to the user response.

Firebase Database:

