# Reflection

We believe we have met the client’s expectations for the product by implementing all of the necessary features, as well as some of the optional features. We have shown our product to our client many times over the course of the project, allowing him to interact with it and voice any changes he would like to see. Furthermore, we have conducted user testing on a variety of ages, giving us the confidence that our product is suitable for roll-out.

A significant challenge that we faced was creating our app to be cross-platform, as this involved learning a new programming language and framework. Although this was a big learning curve for all of us, we resolved this by each sharing our knowledge to help develop all members of the group. Furthermore, although we used React Native and JavaScript, there were some instances where the implemented code was not the same for iOS and Android. To overcome this, we regularly tried out new features on both iOS and Android to identify any parts of the app where this was the case. In a similar vein, some features initially didn’t fit on the screen as phones are different dimensions. Again, we regularly tested our app on emulators and physical devices of various sizes to confirm our app was accessible to all.

Over the course of the project, we used an agile process. We had three sprints, and each sprint included planning, designing, building and testing the app. These sprints aligned with the release deadlines set for the unit. We found using an agile process was highly successful, as it allowed us to focus our efforts on particular parts of the app, with a clear target and deadline in mind. For example, our sprint between the Beta version and Final version included focusing on the camera section of our app. In addition, we had mini sprints that lasted a week. This began with assigning all members of the group some tasks for the week, which were logged on the Kanban board. Throughout the week, group members would add their changes onto a new GitHub branch and at the end of each week we would merge these branches. We would then test these changes across the group to ensure the changes worked on all platforms as discussed above. The cycle would then start again, with more tasks being assigned each week. As a team, we found this was a particularly efficient way of organising and sharing the workload. Meeting every week allowed us to quickly identify any tasks that needed more time, as well gave all team members an opportunity to have an oversight of the project. Upon reflection, if we were to do this again, we would have the meetings every fortnight, as we found that there were many tasks that were unmanageable within a week.

Our completed system will have a positive impact on our client’s organisation. The system allows patients to monitor their own skin lesions and moles with serial photographs, as well as send images to any third party, for example their GP. This is particularly useful in cases where patients may not be able to visit their GP face-to-face. Furthermore, the app is badged with the charity’s logo and donation page, thus providing a means for anyone using the app to send donations. Furthermore, the multiple pages of patient information, means patients are easily able to access trustworthy, useful information, written by experts.

Although the app has been designed in collaboration with the SCaRF team who are based at Southmead hospital, the app can be used anywhere in the healthcare domain. One ethical issue that frequently comes up in the healthcare context is “correct site surgery”. Our app provides a means of ensuring the correct mole is identified at all times, and our client believes this is a momentous development for the healthcare sector.