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**Design Presentation**

I spoke with Swift about how we need to create the design presentation, at the time he wasn’t able to give me a specific method to use but Simon has since uploaded details of what is required on Blackboard:

<https://blackboard.brunel.ac.uk/webapps/blackboard/execute/content/file?cmd=view&content_id=_702423_1&course_id=_29484_1&mode=view#_702423_1>

In addition, Swift said he’d speak to Simon and would be able to tell us what to expect by the next group meeting on the 28th October. In Simon’s document it says the idea is to effectively present your idea to your group tutor, and our first meeting in November is on the 4th in any case so we should agree on a format as a priority so we could discuss with Swift on Friday.

**How to achieve the Learning Outcomes**

I asked Swift about achieving the Learning Outcomes as well; while I didn’t get any examples e.g. spreadsheet or research heading I was essentially told to discuss current plans through the project with Swift (e.g. when we are ready to write the code check if it is suitable, when making changes to the project check if it is enough to meet the LO).

Personally I think we should notify each other when we finish the Android Tutorials or feel comfortable with coding so we can begin to decide on research tasks relevant to this and can decide on key dates to get the code checked by Swift.

**About team roles**

I asked about the team roles Simon talked about such as Product Owner and Scrum Master. Swift recommended to not put too much emphasis on specific roles, because everyone needs to contribute and carry out each task at least a bit anyway to meet the LOs individually. We could base team roles on who specialises in certain areas but Swift doesn’t want it to cause restriction on what people are allowed to do.

**Coding Setup and Resources**

In a previous lab for the Algorithms module I asked about IDEs we can use for Java because I used Netbeans last year. Swift said Eclipse is recommended because he and the GTAs are familiar with Eclipse and can support code written in that environment the easiest.

Based on this I found out you can setup Eclipse for Android Development, since I assumed it would be easier to get help this way. Swift recommends we use Android Studio and **do not use the setup for Eclipse**. Students used that setup last year and said Eclipse became incredibly slow as a result, so we should stick to Android Studio.

In addition I was given the link to the software Swift mentioned to us for evaluating emotions in Tweets:

<https://github.com/sudhof/politeness>

And he gave me a resource for implementing this:

<http://stackoverflow.com/questions/8898765/calling-python-in-java>

However I haven’t actually tried it yet, it’d probably be best to save this for when we’re already carrying out our tasks and understand Android Studio.

**Key Points:**

* Decide on the format for Design Presentation
* Show Swift plan of action for tasks each week to verify they contribute towards LOs
* Use Android Studio, Eclipse setup for Android Development is too slow