|  |  |
| --- | --- |
| Project Closure Report | |
| Purpose: This report should be completed at the end of a project. | |
| Project Name | Stay |
| Project Team | T25 |
| Company Name | Stay Inc |
| Company Contact | Brian.dang@georgebrown.ca |
| Project Actual Start Date | << 2019-10-1 >> |
| Project Actual End Date | << 2020-04-12 >> |
| Reason for Project Closure | End of academic term |
| Client Acceptance Date | << 2020-04-14 >> |
| Project Description | Stay is an mobile application intend to find accommodation for their users as well as listing their own.  Even though there are many similar successful apps outside the real world such Airbnb, Luxstay, Facebook marketplace thus really hard for a small app to actually compete, we tried our best to compile an app that we considered not a huge success but one that fits our vision |

|  |
| --- |
|  |

| Closure Activity Confirmation | | |
| --- | --- | --- |
| **Item** | **Confirmation** | **Comments** |
| **Project Considered a Success** | Yes  No  N/A | The project was not successful due to insufficient amount of work put to the project. Some member should put more effort into the project, become more effective as a team to be able to find success in the future |

| Release of Hardware / Software | | |
| --- | --- | --- |
| Item | Description | Release Date |
| Firebase | Implemented Firebase database | << 2020-03-01 >> |
| Application | Stay mobile application | << 2020-04-12 >> |

| Project Archival List | | | | |
| --- | --- | --- | --- | --- |
| Project Deliverables Report | | | Github repository of project:  https://github.com/CursedOrca/stay | |
| # | File / Email Description | Document Location | | Storing Media (Hardcopy/Softcopy) |
|  | Project Documents | <https://github.com/CursedOrca/stay/tree/master/Documents> | | Github |
|  | Project | <https://github.com/CursedOrca/stay> | | Github |

| Re-usable Component / Tools Developed | | |
| --- | --- | --- |
| # | Re-usable Component / Tools Name Description | File Name |
| 1 | Authentication system: simple register and login system suitable for many apps also by Firebase | LoginActivity.java, SignupActivity.java |
| 2 | Firebase Realtime database: easy to manage and maintain realtime database with built-in console | build.gradle |
| 3 | Google service: can be widely used to access map services | build.gradle, google-services.json |
| 4 | Google android material: a modules to implement a google design pattern so that’s its easier to follow and in sync with google | build.gradle |
| 5 | Glide bumtech: image displaying folders | build.gradle |

| Project Value/Benefits | | |
| --- | --- | --- |
| Provide a summary of the value/benefits of this project and indicate whether they have already been realized or will be realized in the future. | | |
| # | Value/Benefit | Realized / Future |
| 1 | Find accommodations and favorite/book them | Realized |
| 2 | List accommodations up for booking | Realized |
| 3 | Trade information between landlord and tenants | Future |
| 4 | Real-time database management | Realized |

| Lessons Learned | |
| --- | --- |
| Include any technical, managerial lessons learned, preventative measures for issues faced, and aspects of the project that had a positive impact on the success of the project. | |
| # | Description / Explanation of Lesson Learned |
| 1 | The very first lesson we learned was we should have had more detailed planning and discussing prior to deciding the project. One factor for the failure of this project was we choosed a project that required so much new technologies that we were not exposed to during the school years. Thus leading to a lot of struggle during the start of the project, we had to completely scrap off SQLite to learn and implement Firebase and build upon it.  Summary: better planning and vision |
| 2 | Our teamwork during the whole process was not on point at all except for the very end of the project. Our meetings were not interactive enough, the productivity of each meeting was very minimal at the start which was one other factor of such slow start of the whole project. This is a lesson we learned hard, being able to work as a team for such a big project is so crucial and we completely failed to do that for 80% of the project. In the future, if we ever want to be successful in any field, we would need to shake off our shyness, being more proactive and gather with team members and work with them for a better result.  Summary: work with your teammates, especially in a group project |
| 3 | The third lesson learned was we were also not on point with our technologies research. If we were to sit together and research more, we would have found out more modern technologies to help with the coding process and save much more time. Being stuck with old technologies prevent us from properly handling the navigation through the app as well as managing it.  Summary: more research on technologies |
| 4 | Time management was not on point as well, we spent so much time unproductively leading to not enough time being poured into the whole project. Time management is crucial not just only for this project but everything in life generally, good time management will lead you to much more success  Summary: manage our time better |
| 5 | One of a few positive lesson learned from our project was we learned how to plan, manage and proceed with a project even though it was not successful. It would surely help us in the future, we would be more familiar with a professional project setting and would not be lost during the worktime. |

| Best Practices | |
| --- | --- |
| Identify any innovative methods, techniques, processes developed, as well as any other best practices used on the project. | |
| # | Description of Best Practice |
| 1 | One of the best findings we had was discovering Firebase. A real-time, user friendly database management system which saved us a lot of time implementing and testing. |
| 2 | Firebase authentication was also really helpful due to the simple installation process, though secured with hash and salt. |
| 3 | Glide bumtech was used to display pictures on the app easily without any complicated process |
| 4 | Google services to access and display locations on the world map |
| 5 | Recycler view with firebase adapter implementation was really helpful for the displaying of main application |
| 6 | Adobe XD is a very effective application to design prototypes and is also able to export into a simple app for references |

| Prepared By | | | |
| --- | --- | --- | --- |
| **Project Team** | Quang Minh Tran << 2020-04-12 >> | | |
| Quang Minh Tran QMT 2020-04-12 | | |
|  | Thien Phuoc Dang TPD 2020-04-12 | | |
|  | Chi Anh Bui CAB 2020-04-12 | | |
| Handover Approvals | | |
|  | | |
| **Stakeholder/Industry partner Name and Title** | | Quang Minh Tran 2020-04-12 |
| QMT 2020-04-12 |

|  |  |
| --- | --- |
| Project Closure Approval | |
| **Stakeholder/Industry partner Name and Title** | Quang Minh Tran 2020-04-12 |
| QMT 2020-04-12 |

Document Reference: www.ocio.gov.nl.ca/OCIO/pmo/docs/**project\_closure\_report**\_template.docx