	Criteria	Grade claimed	Supporting arguments	Supporting evidence (refer to appendix if needed)
Basic	Professional Behaviour	D	Throughout the first iteration of the project I believe I have met the distinction grade by doing the following: Have attended and have contributed to the team in a professional manner by using correct and somewhat formal language. A positive mindset was used to maintain the morale of the group as no one wants to work with a negative person. Inclusive language was used to make sure that all members of the team were important to the group	
		D	During Iteration 0, I was able to complete my tasks in a quick and efficient manner so that I could begin contributing to the project as soon as possible to avoid hindering the timeline / planning from the project lead and seniors During Iteration 1, I was tasked with adding an add image function to the project. Research had to be done on this as this function needed to be linked with the Firebase.	Appendix 1.1 Appendix 1.2 Appendix 2.1
	Accountability (Worklogs)	D	In the current worklog, as of the 24nd of April, I have	Appendix 4.1 Appendix 4.2

			59 hours logged and am currently on track to achieve the 120+ hours required at the Distinction level. This amount of hours may be considered low however, I moved into the project during week 3. I am confident that I am able to make the 120+ hours required soon when I get more proficient and understand java.	
	Attendance	D	As of the 24th of April, I have been able to attend squad studio sessions alongside the meeting with the client Dr Rui. And other non-essential meetings like the workshop for retrospective hosted by Project Leader Jude Toohim.	Recorded sessions show attendance in Microsoft teams.
	Engagement	D	In all squad meetings, and additional inter-squad (hardware team meetings) I have been actively participating and updating the seniors on my progress with a given task to meet senior expectations of me.	Appendix 7
Core	Communication	D	Throughout the iteration, I have been attending all meetings to date as found in the recordings of the studio sessions. Furthermore, I have been in multiple calls with different seniors to figure out issues with certain aspects of the project, whether it be troubleshooting Android studio or getting inputs on work from other squad seniors/juniors for the completion of my task.	Appendix 2 Appendix 3.1 Appendix 3.2 Appendix 3.3 Appendix 3.4

			With the tasks I have successfully finished, I have required the assistance from some seniors and juniors to successfully complete my task. I have been able to take that valuable feedback and further improve the quality of my work. Alongside receiving feedback, I was also able to provide some assistance with other fellow juniors having issues with their own tasks.	
	Teamwork			
		D		Appendix 3.1 Appendix 3.3
	Process		I followed normal procedures set and expected by both the project leader/seniors and the unit chair.

First thing that I was expected to do was the consistently update the Trello board whenever I was to complete/work on the tasks. This then allowed the academic mentor and project leaders/ seniors to be aware of my progress of said task

Another action I was expected to complete throughout the entire unit was constantly updating the worklog to demonstrate and to show the academic mentors and project stakeholders that I was doing my part in the project. | |
		D		Appendix 2 Appendix 4.1 Appendix 4.2 Appendix 7
	Product		I have provided consistency in my quality of my code and will	Appendix 6.1 Appendix 6.2 Appendix 6.3
		D	continue to carry over the	Appendix 6.4

			consistencies to different tasks and coding techniques/concepts used. By doing this, it helps the rest of the team to identify what I have done and how that code works	
		D	I believe that the quality of my work meets the industry standard as I have followed common programming practices like keeping the code clean and readable, using comments to add notes alongside tell the user what it does.	Appendix 5 Appendix 6.1 Appendix 6.2 Appendix 6.3 Appendix 6.4
	IT Skills	HD	As I am currently in my third year of my bachelor's degree of computer science, the course requires core units like introduction to programming, and OOP to teach me the basics and syntaxes of C#. Other languages are not too different in concepts, but the syntaxes are a little bit different, as the project is coded in java, I didn't need to learn about programming concepts rather just needed to upskill in the syntax of java. Because of this, less upskilling and meant that more time could go into the task.	Appendix 5 Appendix 6.1 Appendix 6.2 Appendix 6.3 Appendix 6.4
Advanced	Self-Awareness	D	As I was tasked with the creation of the add image function, an issue which arose from this task was my lack of knowledge and experience with the Android studio platform which then caused me to get lost as there were a	Appendix 5 Appendix 6.1 Appendix 6.2 Appendix 6.3 Appendix 6.4

| | | | countless amount of files which were needed in the program. To overcome this, I read the wiki, which not only pointed out what the pages do, but what the code did. This then further assisted me with the code writing process which then helped me and my efficiency in completing the task.

As I am currently in my third year in my Bachelor of Computer Science, I would say that the prior knowledge in coding made my task slightly easier as I understood the main concepts which resulted in increased efficiency. | |
|---|---|---|---|---|
| | Project Management | D | As I was assigned to the Hardware Team lead by seniors Mariam and Anjalee, every week on a Wednesday, we would have a meeting to report how we were going on the tasks, in these meetings as well, if any task was to be completed, then additional tasks would be handed out. The meetings main goal was to get a quick update on everyone's progression in their tasks and allow anyone in the sub-team to raise issues or ask for assistance with their tasks if it was needed. This then helped us ensure that we could meet the deadlines set for us. | Appendix 7 |
| | Mentoring | HD level | The first mentoring opportunity I was given was during iteration 0, as I | Appendix 8.1 Appendix 8.2 |

			was a user of the git application GitHub and knew the ins and outs of the program, the transition to BitBucket wasn't too bad and I was able to adapt over quite quickly. A fellow Junior Faiz, had issues learning and following the guide set by the unit chair so I was able to go into a private call with him to sort out and explain the different functions of BitBucket. The Second Mentoring Opportunity I was given was after the completion of the first task (add image function). During the Studio session, I was able to set 5 minutes of the squad's time to explain how my function worked and showed them the process of how to set an image for the user.	

Basic: State facts and provide evidence

Core: Use the STAR Model
- **Situation:** describe a work situation that you were faced with
- **Task:** describe the task that you had to complete
- **Action:** describe the action that you took to complete the task
- **Result:** describe the result of your action

Advanced: Use a reflection framework
- **Situation facts:** describe a work situation that you were faced with
- **Situation thoughts:** describe your thoughts on the situation and you goal
- **Action plan**: describe the plan you will action to achieve your goal
- **Result:** describe the result of your actions or ongoing plan

[provide a detailed plan for your <u>individual tasks</u> for the next iteration and put them <u>into context of the overall aims</u> of your project.]

Currently, my set task that I was set for the next iteration was to:

- Need to add code into other files which allows the saved image to show up on other pages like the main menu.

- Assist Victoria with her task with the add panic button as she was having problems

My main goals of iteration 2 would be further add functionality and features with my function and work on new features to contribute to the project.

Appendices (if any)

Appendix 1.1 – Proof of junior upskilling completion
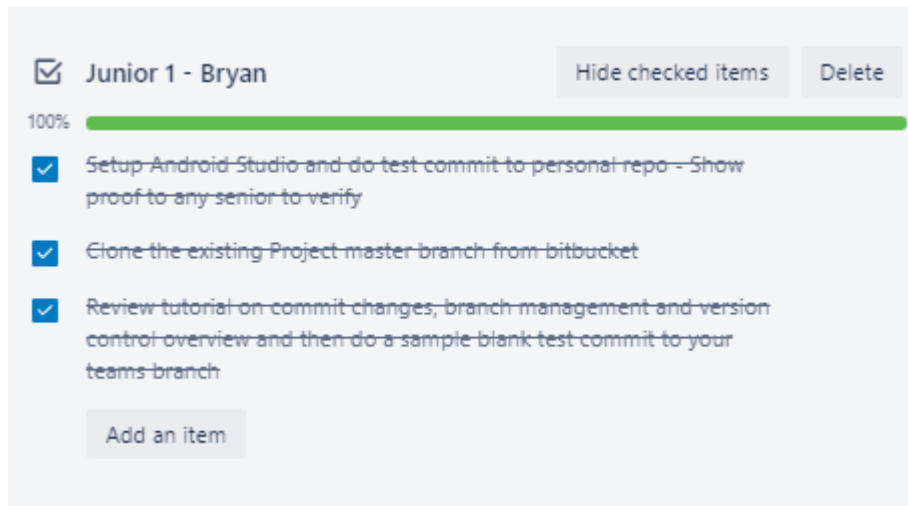
Appendix 1.2 – Completion of another upskilling task
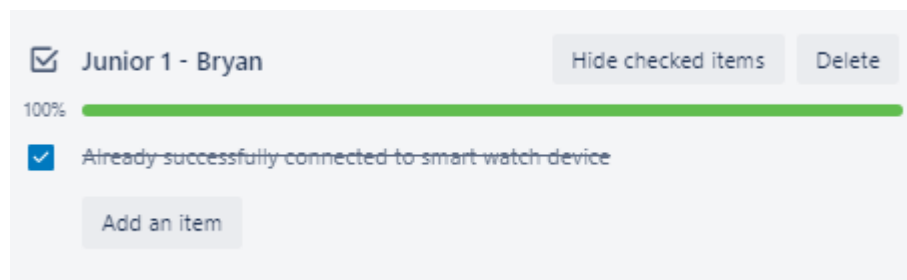
Appendix 2 – Task extension given by a week – Major components completed

Appendix 3.1 – Teamwork/Communication example – Assisting Junior Victoria by providing resources
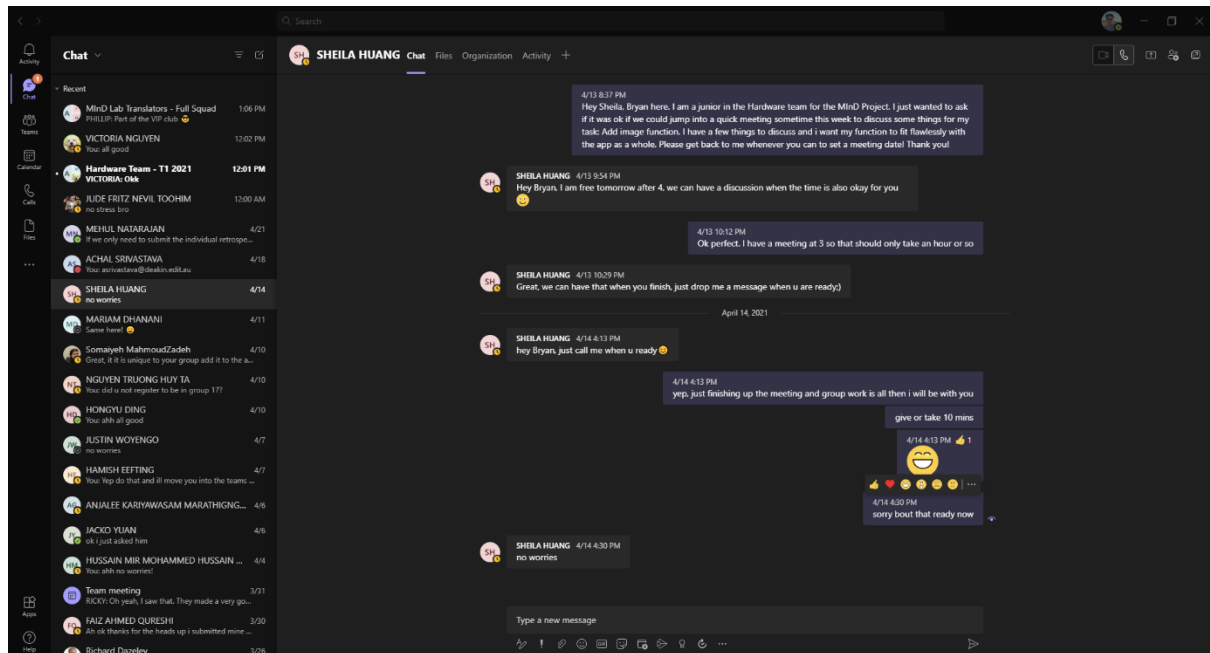
Appendix 3.2 – Communication/Teamwork – Jameson - Troubleshooting
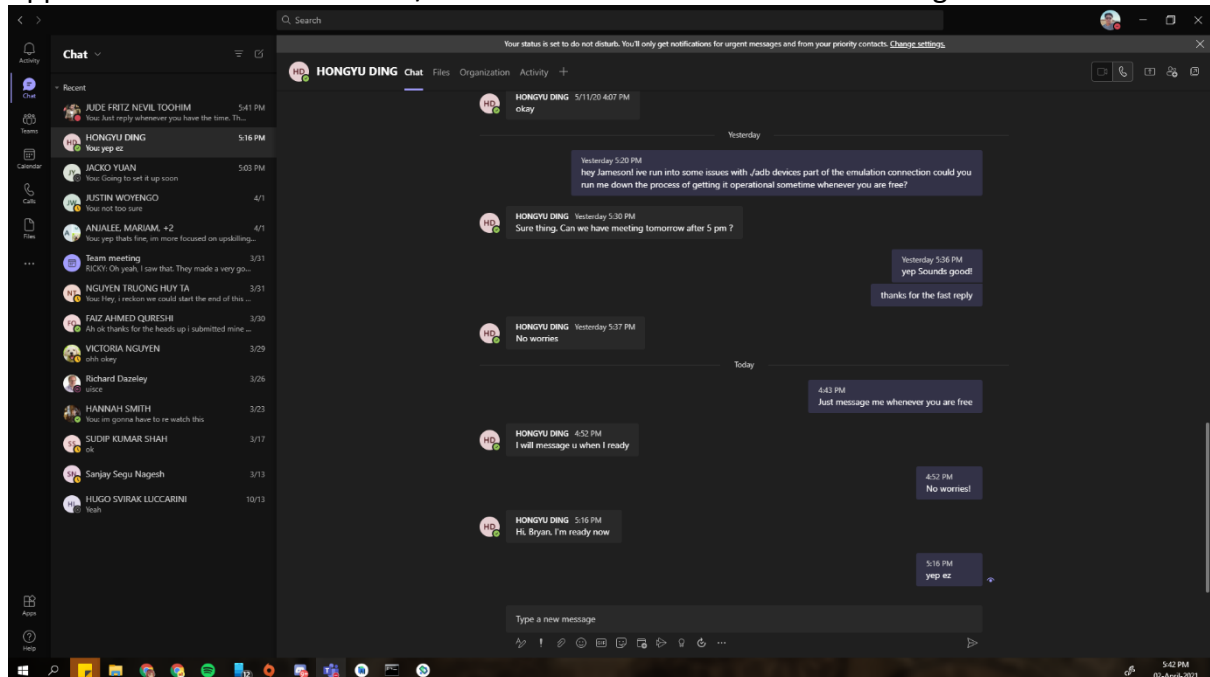
Appendix 3.3 – communication/Teamwork – Jude – Assisting with tasks
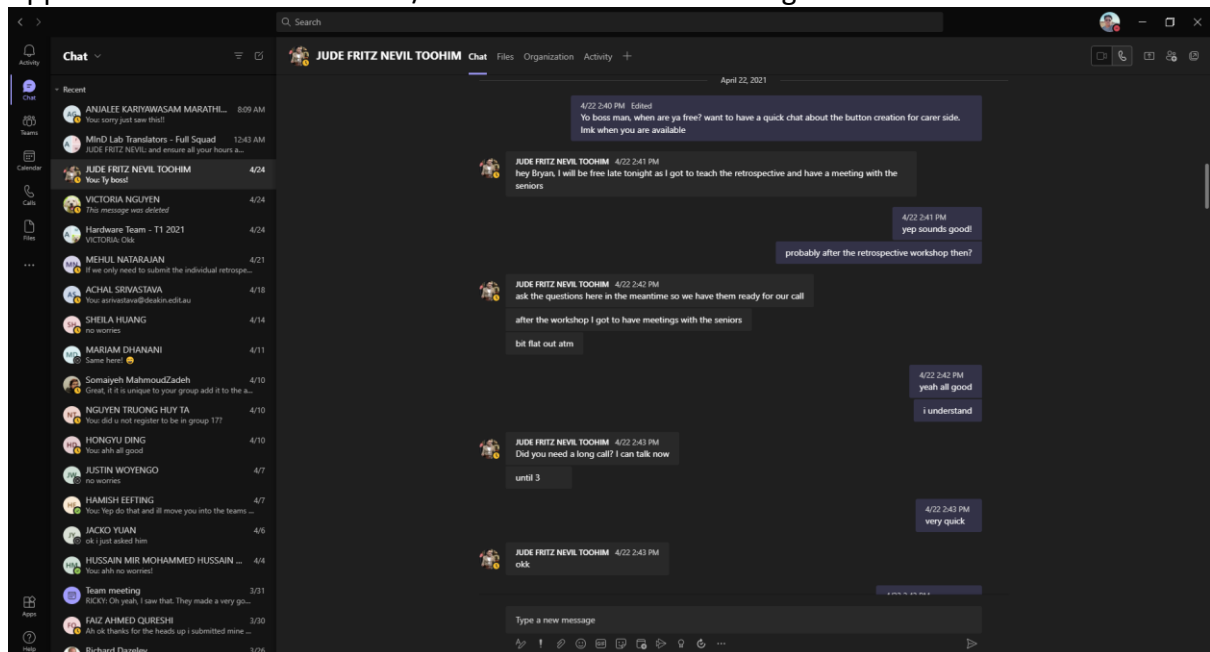
Appendix 3.4 – Communication with Sheila – Receiving input from UI Senior for add image task
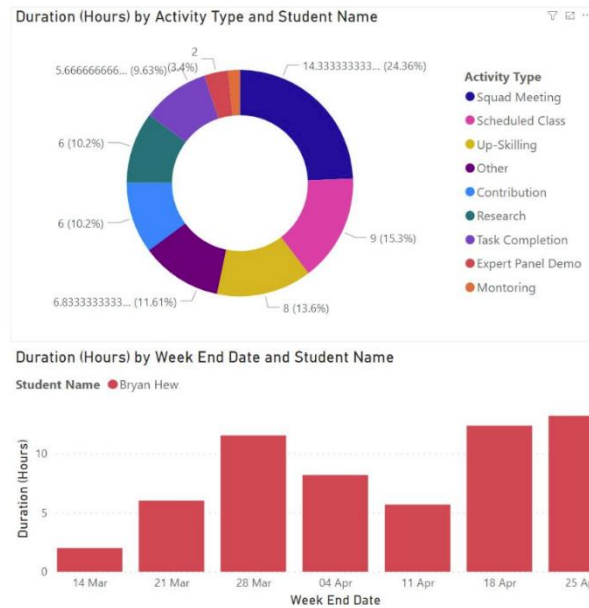

Appendix 4.1 – Worklog as of 25/4/2021

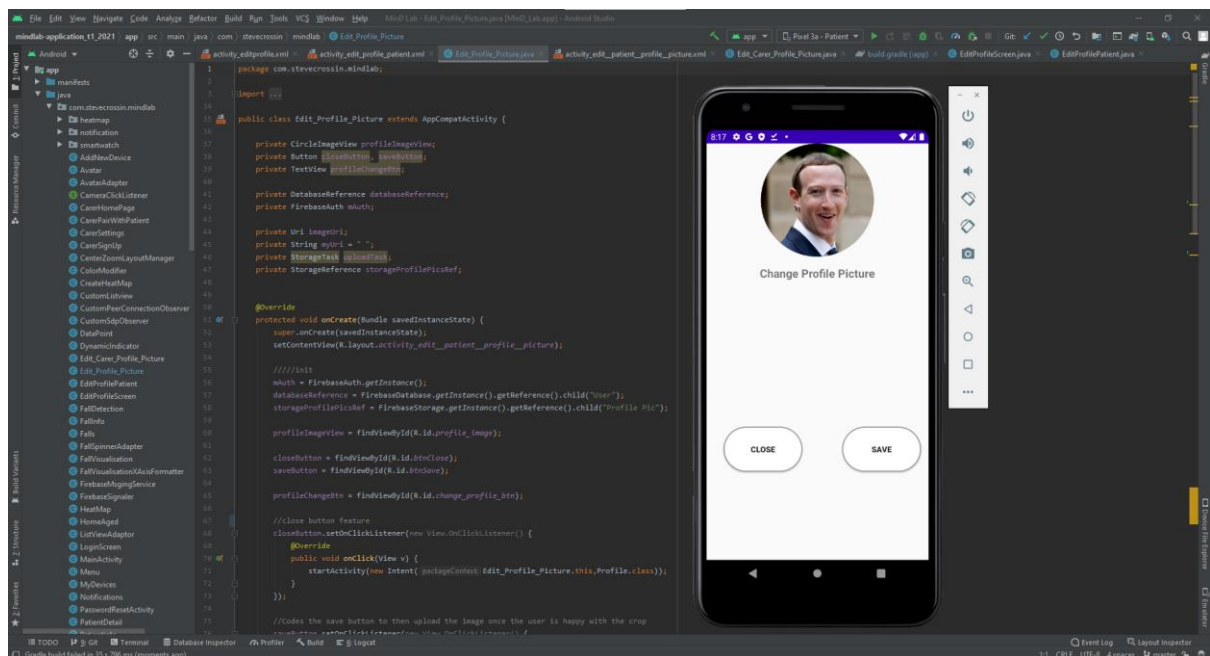| Student Name	Date of Activity	Duration (Minutes)	Activity Type	Short Description
Bryan Hew	3/19/2021	120	Squad Meeting	Weekly Squad meeting
Bryan Hew	3/10/2021	120	Scheduled Class	Week 1 Lecture
Bryan Hew	3/17/2021	120	Scheduled Class	Week 2 Lecture
Bryan Hew	3/21/2021	120	Up-Skilling	Completing junior Tasks (downloaded Android Studio and watched tutorials on the application)
Bryan Hew	3/22/2021	60	Up-Skilling	Completing junior Tasks (learning Android Studio)
Bryan Hew	3/22/2021	120	Squad Meeting	Week 3 Meeting 1
Bryan Hew	3/24/2021	30	Squad Meeting	Squad Meeting with Client
Bryan Hew	3/24/2021	90	Scheduled Class	Week 3 Class
Bryan Hew	3/24/2021	120	Task Completion	Completing 3.2P (had issues with Bitbucket and Git Clients)
Bryan Hew	3/26/2021	120	Squad Meeting	Week 3 Friday meeting
Bryan Hew	3/26/2021	30	Other	Editing of task 3.2P and resubmission
Bryan Hew	3/28/2021	60	Up-Skilling	Did research on Android Studio Emulator errors and fixed them for AMD processors
Bryan Hew	3/28/2021	60	Mentoring	Mentoring Faiz on how to commit & push to bitbucket and creating pull requests
Bryan Hew	3/29/2021	90	Squad Meeting	Week 4 Squad Meeting
Bryan Hew	3/30/2021	40	Task Completion	Received feedback for 3.2P and made changes for re-submission
Bryan Hew	3/31/2021	90	Scheduled Class	Week 4 Lecture
Bryan Hew	4/1/2021	60	Research	Looking over the Wiki and understanding the project
Bryan Hew	4/2/2021	30	Research	Reading the Wiki and trying to understand the project
Bryan Hew	4/2/2021	60	Other	Meeting with Jameson and Jude about emulator issues. (All sorted now)
Bryan Hew	4/4/2021	60	Research	Finished Reading the Wiki
Bryan Hew	4/6/2021	120	Up-Skilling	Started Learning and getting familiar with Java
Bryan Hew	4/7/2021	10	Other	Small Call with Victoria about hardware task progression
Bryan Hew	4/2/2021	60	Up-Skilling	Upskilling by Learning Java through W3Schools
Bryan Hew	4/9/2021	120	Expert Panel Demo	Iteration 0 Presentation + Post Meeting/Bonding session with the team
Bryan Hew	4/10/2021	30	Research	Researching ho to add image to a profile
Bryan Hew	4/10/2021	60	Up-Skilling	More upskilling on Java
Bryan Hew	4/12/2021	40	Other	Created a Patient and Carer in the Database for testing purposes
Bryan Hew	4/12/2021	120	Squad Meeting	Week 5 Monday studio
Bryan Hew	4/13/2021	30	Research	Researching how to complete Add image function task
Bryan Hew	4/13/2021	60	Contribution	Having a crack at editing code and attempting add image function task
Bryan Hew	4/14/2021	120	Scheduled Class	Week 5 Lecture
Bryan Hew	4/14/2021	10	Other	
Bryan Hew	4/14/2021	180	Contribution	Working on the Add image function - Mostly done need to do a few more things
Bryan Hew	4/15/2021	30	Research	Researching ways to link pages together
Bryan Hew	4/16/2021	10	Squad Meeting	Quick meeting with Hardware team about progress on tasks
Bryan Hew	4/16/2021	120	Squad Meeting	Week 5 Meeting and Stand Up
Bryan Hew	4/17/2021	20	Other	Meeting with Victoria to help her with finding the location of code
Bryan Hew	4/19/2021	60	Task Completion	Private Meeting with Jude to add a button in the edit profile page to link with my newly created add image page, also did some debugging and code fixing
Bryan Hew	4/19/2021	60	Other	Troubleshooting android studio (code updated, but changes not made)
Bryan Hew	4/20/2021	120	Research	Looking at some libraries to attempt to fix some issues
Bryan Hew	4/20/2021	120	Other	Troubleshooting - Fixing up android studio and started code testing + meeting with Jude for assistance
Bryan Hew	4/21/2021	10	Squad Meeting	Meeting with Hardware squad to discuss the progression of our tasks
Bryan Hew	4/21/2021	120	Contribution	Additional troubleshooting and debugging on program - pushed up and ready for Jude's feedback
Bryan Hew	4/22/2021	60	Other	Attended Judes Retrospective workshop
Bryan Hew	4/22/2021	120	Task Completion	All main backend code for the Add image function is now complete!
Bryan Hew	4/23/2021	120	Squad Meeting	Week 6 Squad Meeting

Appendix 4.2 – Worklog as of 24/4/2021

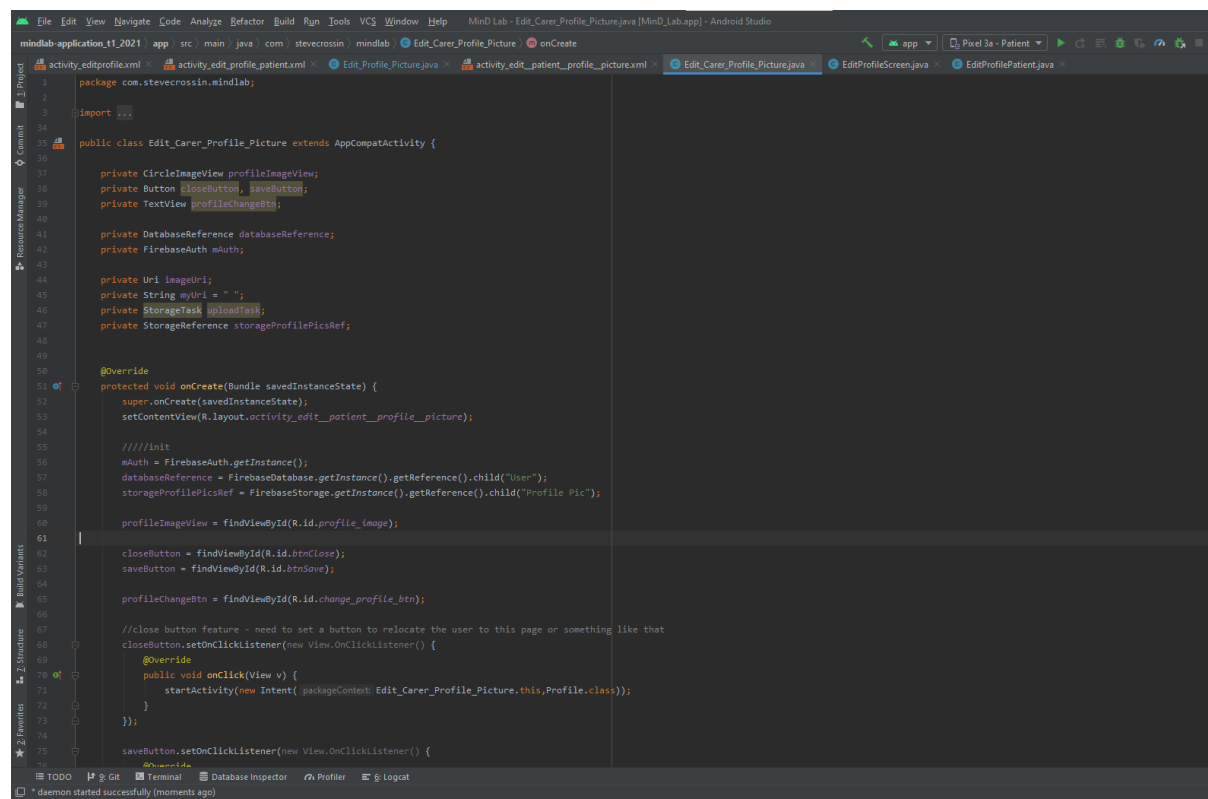

Total Duration distribution (Hours) - Bryan

Duration (Hours) by Activity Type and Student Name

Activity Type:
- Squad Meeting
- Scheduled Class
- Up-Skilling
- Other
- Contribution
- Research
- Task Completion
- Expert Panel Demo
- Montoring

Segments: 14.333333333... (24.36%), 9 (15.3%), 8 (13.6%), 6.8333333333... (11.61%), 6 (10.2%), 6 (10.2%), 5.666666666... (9.63%), 2 (3.4%), 2

Duration (Hours) by Week End Date and Student Name

Student Name ● Bryan Hew

Individual Team Member - Workbook Log

Student Name	Activity Type	Date of Activity	Duration (Hours)
Bryan Hew	Squad Meeting	Friday, 23 April 2021	2.00
Bryan Hew	Other	Thursday, 22 April 2021	1.00
Bryan Hew	Task Completion	Thursday, 22 April 2021	2.00
Bryan Hew	Contribution	Wednesday, 21 April 2021	2.00
Bryan Hew	Squad Meeting	Wednesday, 21 April 2021	0.17
Bryan Hew	Other	Tuesday, 20 April 2021	2.00
Bryan Hew	Research	Tuesday, 20 April 2021	2.00
Bryan Hew	Other	Monday, 19 April 2021	1.00
Bryan Hew	Task Completion	Monday, 19 April 2021	1.00
Bryan Hew	Other	Saturday, 17 April 2021	0.33
Bryan Hew	Squad Meeting	Friday, 16 April 2021	2.17
Bryan Hew	Research	Thursday, 15 April 2021	0.50
Bryan Hew	Contribution	Wednesday, 14 April 2021	3.00
Bryan Hew	Other	Wednesday, 14 April 2021	0.17
Bryan Hew	Scheduled Class	Wednesday, 14 April 2021	2.00
Bryan Hew	Contribution	Tuesday, 13 April 2021	1.00
Bryan Hew	Research	Tuesday, 13 April 2021	0.50
Bryan Hew	Other	Monday, 12 April 2021	0.67
Bryan Hew	Squad Meeting	Monday, 12 April 2021	2.00
Bryan Hew	Research	Saturday, 10 April 2021	0.50
Bryan Hew	Up-Skilling	Saturday, 10 April 2021	1.00
Bryan Hew	Expert Panel Demo	Friday, 9 April 2021	2.00
Bryan Hew	Other	Wednesday, 7 April 2021	0.17
Bryan Hew	Up-Skilling	Tuesday, 6 April 2021	2.00
Total			**58.83**

Appendix 5 – Add image function – Hardware Team (Low fidelity prototype)

Appendix 6.1 – Code for Task 1

Appendix 6.2 – Code for task 1

```java
        });

        saveButton.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) { uploadProfileImage(); }
        });

        profileChangeBtn.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                CropImage.activity().setAspectRatio( aspectRatioX: 1, aspectRatioY: 1).start( activity: Edit_Carer_Profile_Picture.this);
            }
        });

        getUserinfo();
    }

    @Override
    protected void onActivityResult(int requestCode, int resultCode, @Nullable Intent data) {
        super.onActivityResult(requestCode, resultCode, data);

        if (requestCode == CropImage.CROP_IMAGE_ACTIVITY_REQUEST_CODE && resultCode == RESULT_OK && data != null)
        {
            CropImage.ActivityResult result = CropImage.getActivityResult(data);
            imageUri = result.getUri();

            profileImageView.setImageURI(imageUri);
        }
        else{
            Toast.makeText( context: this,  text: "Error, Try again", Toast.LENGTH_SHORT).show();

        }
    }

    private void getUserinfo() {
        databaseReference.child(mAuth.getCurrentUser().getUid()).addValueEventListener(new ValueEventListener() {
            @Override
            public void onDataChange(@NonNull DataSnapshot snapshot) {
                if (snapshot.exists() && snapshot.getChildrenCount() > 0)
                {
                    if(snapshot.hasChild( path: "image"))
                    {
                        String image = snapshot.child("image").getValue().toString();
                        Picasso.get().load(image).into(profileImageView);
                    }
```

Appendix 6.3 – Code for task 1

```java
                }
            }

            @Override
            public void onCancelled(@NonNull DatabaseError error) {

            }
        });
    }

    private void uploadProfileImage() {
        final ProgressDialog progressDialog = new ProgressDialog ( context: this);
        progressDialog.setTitle("Please Set your profile picture");
        progressDialog.setMessage("Please wait, while we are setting your photo ");
        progressDialog.show();

        if(imageUri != null)
        {
            final StorageReference fileRef = storageProfilePicsRef
                    .child(mAuth.getCurrentUser().getUid()+ ".jpg");

            uploadTask = fileRef.putFile (imageUri);

            uploadTask.continueWithTask(new Continuation() {
                @Override
                public Object then(@NonNull Task task) throws Exception {
                    if (!task.isSuccessful())
                    {
                        throw task.getException();
                    }
                    return fileRef.getDownloadUrl();
                }

            }).addOnCompleteListener(new OnCompleteListener<Uri>() {
                @Override
                public void onComplete(@NonNull Task<Uri> task){
                    if (task.isSuccessful())
                    {
                        Uri downloadUrl = task.getResult();
                        myUri = downloadUrl.toString();

                        HashMap<String, Object> userMap = new HashMap<>();
                        userMap.put("image", myUri);
```

Appendix 6.4 – Code for Task 1

```java
@Override
public void onComplete(@NonNull Task<Uri> task){
    if (task.isSuccessful())
    {
        Uri downloadUrl = task.getResult();
        myUri = downloadUrl.toString();

        HashMap<String, Object> userMap = new HashMap<>();
        userMap.put("image", myUri);

        databaseReference.child(mAuth.getCurrentUser().getUid()).updateChildren(userMap);

        progressDialog.dismiss();
    }
    }
});
}
else {
    progressDialog.dismiss();
    Toast.makeText( context: this,  text: "Image Not Selected", Toast.LENGTH_SHORT).show();
}
}
}
```
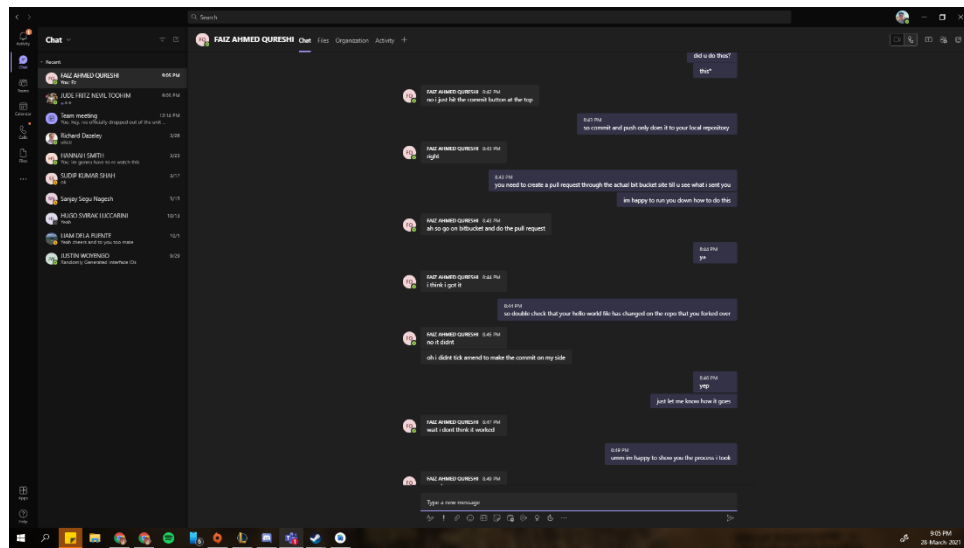
Appendix 7 – Meeting with Hardware Team on Wednesdays to check up on each hardware team member
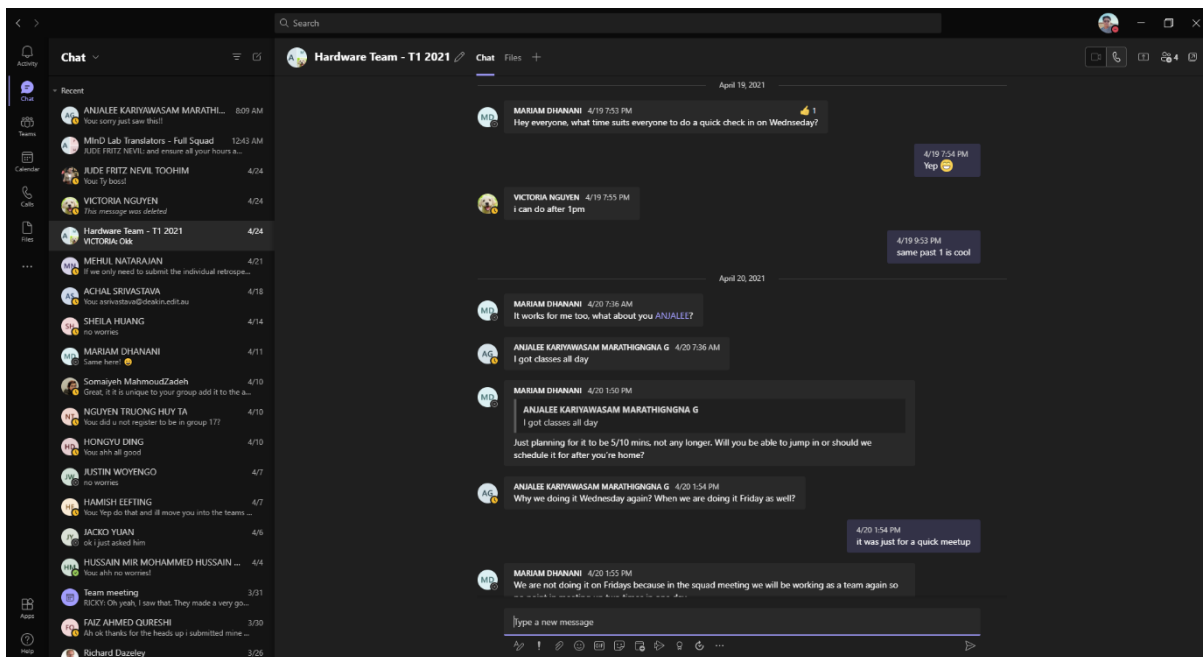
Appendix 8.1 - Mentoring Faiz on bitbucket and providing a quick tutorial on it

Appendix 8.2 – Mentoring the Squad on how the Add image function works
- Video can be found in the MInD Lab Translators files section under T1-2021 and in the Evidence Documents in the folder named Bryan.