**Team Name**

COSC Team

**Personal Details**

James Cross 1350026

Jamesdcross@gmail.com

Java Programming Experience

Experience writing reports

Managerial skills

Organisational skills

Presentational skills

No experience with SVG, The Canvas Element, HTML 5, JavaScript, CSS

Callum Tanner 2506432

tannercallum020@gmail.com

Previous experience with HTML5, CSS, Java.

No experience with HTML5's Canvas element, JavaScript, or SVG.

Personally well organised with good communication skills and written English. Experience working in small teams in a professional environment.

Limited creative ability.

-"I'm good at solving problems. I'm bad at coming up with new creative directions."

Hussain Almarhoon 344651

silver-moon1412@hotmail.com

I have done Python, Java, C, NetBeans and I used a little bit of JavaScript in a project through the course.

English is my second language so any part with the language I will stay away from it.

Youssef Alghamdi 7266339

yo\_max.alghamdi@hotmail.com

I have experience with C, CSS, NetBeans and a little with JavaScript.

Not good enough at writing reports as my English is a second language.

Good at managing stuff.

**Description of the calendar app prototype**

**Features**

Achievable

• Display accurate days and months of the year (leap years etc.)

• Display Local/World Events

• Adjustable colours of calendar display

• Adjustable alert sounds

• Event creation, make appointments

• Make appointments repeat

• Display address of appointment/event locations

• Priorities for events/appointments

Extra Features (may not be achievable)

• App predictively inserts appointments/events based on past appointments/events

• Imports Facebook and Email Contacts

• GPS – tells you where your appointment/event is via Google Maps, tells you if you’re

running late and how long it will take to get there.

• Connection to phone

**Functionality**

The screen size of a smart watch is about 38mm meaning there is not much room; we have opted for a bottom up approach. If we start by looking at the day it would just contain active events/appointments (not every hour of the day) which should fit on one screen (no swiping needed) ideally. If the day is filled with appointments the view would be scrollable up and down to accommodate every appointment.

To enter an appointment, the same scrollable approach would be used. In this mode a more detailed display featuring each hour in the day as a block in a table which you could scroll through. Then you would tap on a block to enter an appointment.

A small back button is the main navigation tool of our calendar app. Navigating from the day display (which is likely the most commonly used display) you would tap the back button to go to week display which displays days instead of hours then months which displays weeks instead of days and so on.

**//Brief description of the application and how the work will be partitioned between the emulator and application: *--- has this been done?***

//Include a diagram showing how the work will be partitioned between the prototype proper and the emulator. –this goes here

**Research into calendar apps**

In researching other smart watch apps, we found that different views for day, month and year are pretty standard. Changeable themes and alerts are also a common feature. Displaying events that can be viewed at a glance is key. We also researched why anyone would in fact want a smart watch. The primary reason seems to be the fact it does not intrude on a conversation or business meeting. Like looking at a “bulky” phone would. So efficiency and ease of use is the name of the game.

**Justification for using GitHub**

For our version control system, we have decided to use GitHub. The main reason is, that some of us already have experience with GitHub. This means that teaching the other members is easier, rather than everyone on the team trying to learn a new system. Also GitHub offers a series of features that make it a good choice for version control. Including the ability to regulate which collaborators can access the repository, automatic changelog creation and dynamically editable files. GitHub is widely used in the industry; this means that learning it now puts us at an advantage for employment.

Repository URL: <https://github.com/CTanner020/COSC345.git>

**Why we chose to use Dart for our JavaScript**

Nowadays there are a multitude of languages for JavaScript development. After a bit of searching, we have decided to use Dart. Our group is confident that the functionality of this language will suit our purposes.

Dart takes the separation from JavaScript even further, and is a whole new language, designed from the ground up. It is a language that is not used for a browser but it is more used as a general language.

Moreover, Dart can compiles into JavaScript which is the only link between JavaScript and Dart.

Dart is a broadly useful programming language that is implied for front end Web development, but can also be used to make numerous different sorts of applications. It compiles directly to JavaScript, so it can be used across all browsers and arguably, it fixes a lot of the problems that JavaScript has.

**Why we chose to use Eclipse for our Editor**

It was originally decided to use Eclipse as our JavaScript IDE. On further investigation into Reddit forums and review sites, no one seems to recommend Eclipse for JavaScript. Its many faults include incorrect code diagnostics and a lack of code folding with very slow start up. We then looked into Webstorm as an alternative, which I think we should try as it is recommended highly. However it does seem like it might have a steep learning curve. Netbeans may be the best option for us at this time as some of us already have experience with it.

**Why we chose to use FireBug for our debugging**

The reason we chose Firebug is because it allows us to edit, debug, and monitor CSS, HTML and JavaScript live in any web page. Also and more importantly it quickly finds the errors when things go wrong and immediately gives you detailed and useful information about the errors in JavaScript, CSS, and XML. In addition, Firebug has a better and cleaner interface for editing HTML and CSS over Chrome.

**Project Roles**

* Writing report(James)
* Testing the code(James)
* Coding(Yousef)
* Coding(Hussain)
* Manager(Callum)

**Timetable**

**Learning JavaScript and associated programs:**

Whole Team 07/04/2016 – 21/04/2016

**Emulator:**

Hussein, Yousef (with help) 14/04/2016 - 30/04/2016

* Build the emulator in the browser
* Produce a graphical display for the browser
* Set up communication with the browser

**Basic App :**

Hussein, Yousef (with help) 01/05/2016 - 14/05/2016

* Calendar to access (reference)
* Add appointments
* One day appointments (testing)
* Display appointments (for one day)

**Testing/debugging :**

James 10/05/2016 – 22/05/2016

**Draft system deliver date: 23/05/2016**

**Reports:**

Assignment 1 : James 07/04/2016 – 12/04/2016

Assignment 2 : James 09/05/2016 – 15/05/2016

Assignment 3 : James 04/08/2016 – 10/08/2016

Assignment 4 : James 26/09/2016 – 05/10/2016

**Adding more functions to the basic App:**

Hussein, Yousef (with help) 24/05/2016 – 12/06/2016

* Display accurate date, days and months of the year (leap years etc)
* Display Local/World Events
* Adjustable colours of calendar display

Hussein, Yousef (with help) 13/06/2016 – 13/07/2016 (if there is time)

* Repeating appointments
* Display address of appointment/event location
* Priorities for events/appointments

**Additional testing/debugging :**

James 9/05/2016 – 15/05/2016 (on-going)





