Progress Report 1
COSC 4P02

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Details of System

The team is currently working on transitioning from the wireframing phase to an implementation of the system. We have designed the UI using Figma, and a rough implementation is being coded using React. Because different parts of the UI were designed by different members, the theme of the app was not originally coherent. However, after some iteration, we have narrowed down the layout and theme of the app and decided on a minimalistic yet elegant design theme.

Regarding the layout of the system, we have stuck with our original planning and have the homepage showing you the current weather of your location or selected location. The top bar then has quick links so you can view the weather of other areas.

Since personalization is a key theme we want to stick to, and the app is designed be a modern weather app, the scheduling feature is something we want to highlight. By setting up your daily or planned schedule, the user can see weather alerts and forecasts for their day given their planned location at that time. The feature's wireframe has been completed and the UI is being built. We plan to pull from different weather APIs to give the most accurate forecasts possible.

Sticking to the idea of personalization, we wanted to implement widgets for the home screen. Not every user wants to see the same information, so we are allowing users to create different widgets based on their preferences. Some may include a forecast for a specific location or different weather data at the moment such as UV index, wind, precipitation, etc. All of these can be viewed at a glance and the user can have as little or
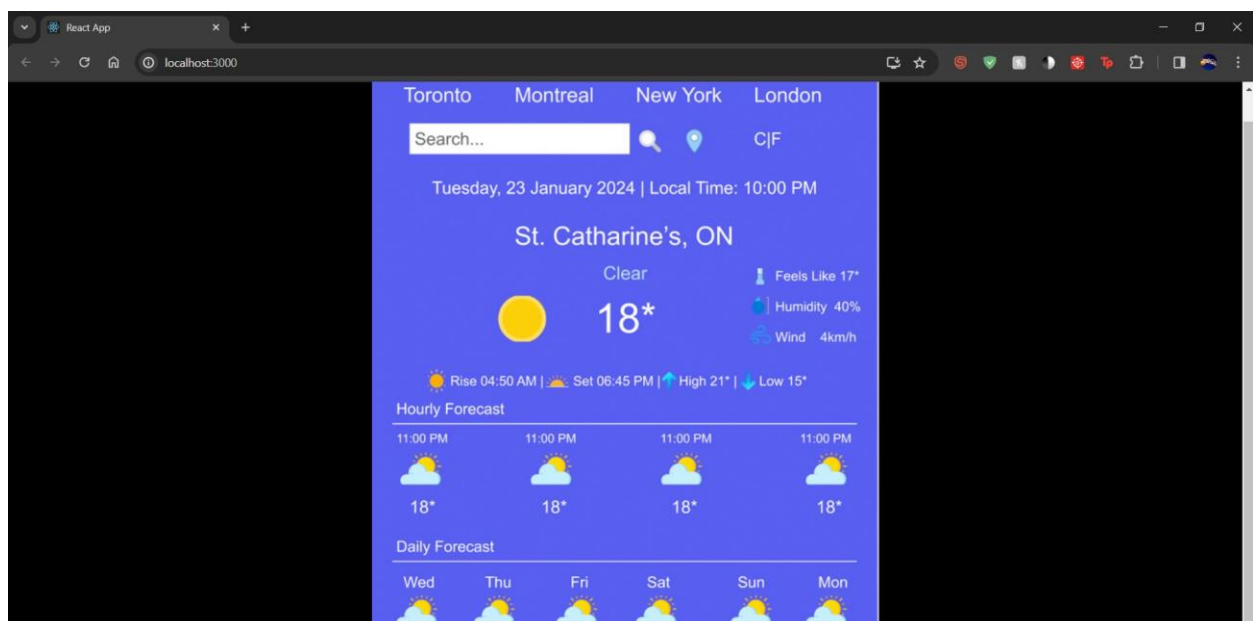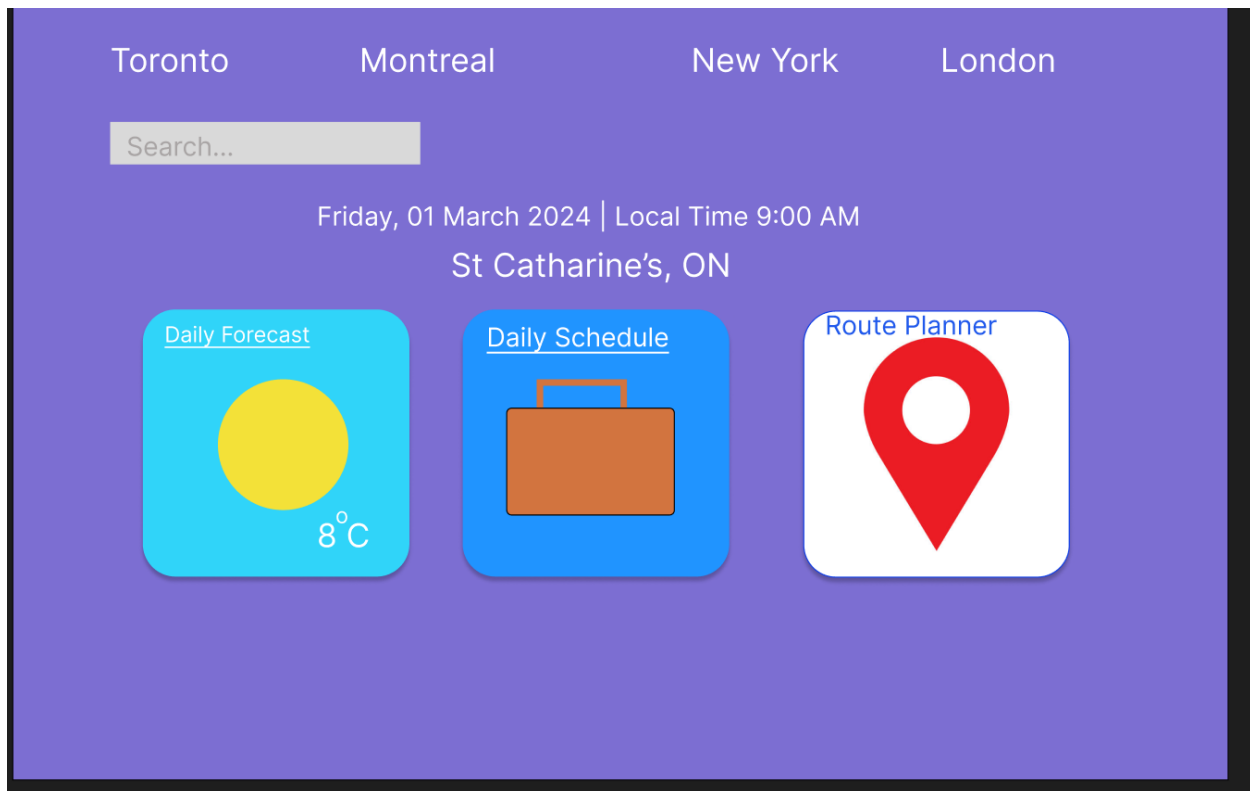

Figure 1 React Forecast Page

as many widgets as they want. We plan to design a basic widget at first and then expand upon that to create the many different ones that we have planned.

Figure 2 Figma Designs of Scheduling Feature and Top Bar

Search...

Friday, 01 March 2024 | Local Time 9:00 AM
St Catharine's, ON

Daily Forecast

8°C

Daily Schedule

Route Planner

Software Process

After finalizing our release planning, we decided to take a week refine all the requirements into tasks on Jira before starting a sprint. During our sprint planning meeting on February 6th, we decided to start with the UI of the system and design a wireframe on Figma. During that sprint, only a few tasks were completed so most tasks were pushed to the next sprint. While we originally planned for one week sprints, that one overlapped with reading week so it was harder to get the team together and we ultimately decided to extend that on for another week. Normally our sprints start and end on Tuesdays, but because we wanted to finalize this progress report we are extending again until Friday March 1st.

While we try to stay true to the practices of Scrum, as students we cannot always commit to the project like we would a full time job. Still, team members provide updates on what they worked on the day before, what they are doing today, and what they plan to do the next day. Ideally, we would be able to have more meetings such as sprint reviews and daily meetings, but we try to consolidate most of that into our weekly meetings. In those meetings we typically review the work that has been completed and plan what to add from the backlog to the next sprint. We also tend to add more stories to the backlog than we can sometimes keep up with. When challenges or conflicting ideas arise, they are resolved during those meetings.

Going forward, our team is in a good position organizationally to make progress on the application. Everyone is on the same page in terms of design choices and the next couple sprints are planned.

Challenges

Our group was formed a bit later than most and there was more pressure to hastily make decisions regarding the planning of the project. This bled into our initial sprints, and we sometimes had to go back to the drawing board for the planning process. We understand this can be an integral part of the software engineering process, however, we feel this slowed our initial progression.

One challenge that hindered our progress initially was getting the GitHub repo set up. One person was the owner, and others did not have privileges to make commits. It is now sorted out and we have been pushing our updates to the repo as they are made.

Adhering to a strict schedule has proved difficult for the team. As everyone has varying levels of commitments outside of this project, it is not always possible to get all tasks in a sprint completed. This also makes it difficult to gauge how much work each sprint should include. We found that when we let members decide on which tasks they want to do, not much was accomplished. In this current sprint and all future sprints, we have decided that during our meetings, tasks will be assigned fairly to each developer. Each task is designated with a specific amount of story points and then divided amongst who feels most comfortable working on what, while still maintaining equal levels of work across the group. This has proved to be helpful, and we are seeing more results delivered on time.
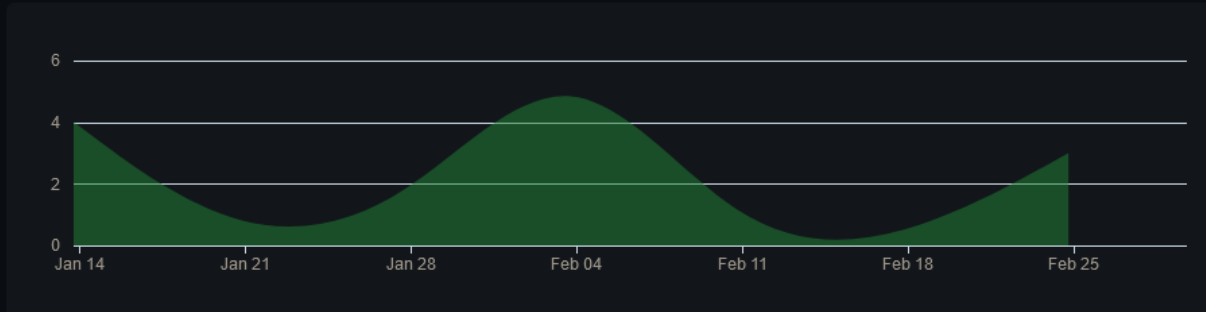
Contributions

Matthew Berger

- Organize meetings and write reports
- Update backlog and add tasks to sprints
- Assign developer tasks for each sprint

Jan 14, 2024 – Mar 1, 2024
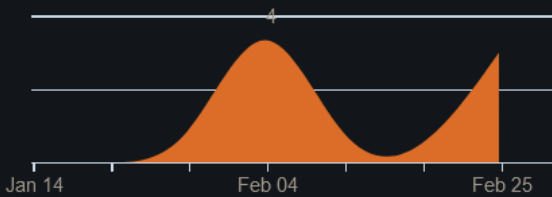
Contributions: Commits

Contributions to main, excluding merge commits
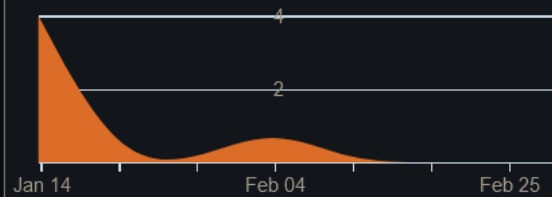
dm20hr #1
8 commits 18,657 ++ 2 --

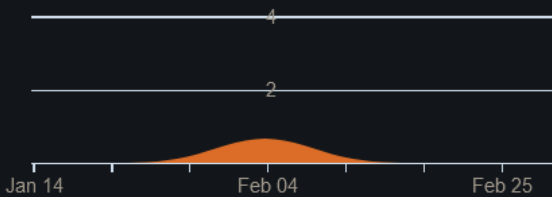CodeWithHarman #2
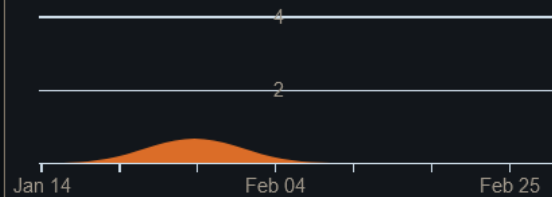5 commits 53 ++ 2 --

ms19bs #3
1 commit 1 ++ 0 --

m-berger22 #4
1 commit 0 ++ 0 --

Duncan McDonald

- Write and share meeting notes
- Contributed to widget design
- Created user stories and filled initial backlog

Matty Slyzyz

- Designed multiple iterations of the logo

Azeel Jivraj

- Designed scheduling features in Figma
- Designed widget layouts in Figma

Hamza Chaudhry

- Translated Figma designs to code using React

Michael Conroy

- Designed top bar layout in Figma

Denali Bailey

- Contributed to widget design

Harman Barpaga

- Set up GitHub repo
- Created initial forecast page in Figma