Closure Presentation

Betterflye Mobile

Team Members

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Client Information

- Betterflye is a software and service company focused on impact tracking and nonprofit support.
- People
  - Virginie McNamar
  - Tim Skinner
- https://www.betterflye.com/

Features pt. 1

Originally Proposed

- Volunteer QR Code associated with a unique identifier.
- Initiative QR Code associated with unique identifier.
- QR scanning feature with device's camera.
- Existing users can log in to app.
- New users can create an account through app.
- Users can send appreciations to each other via app.

Current

- Volunteer QR Code associated with a unique identifier.
- Initiative QR Code associated with unique identifier.
- QR scanning feature with device's camera.
- Existing users can log in to app.
- New users can create an account through app.
- ~~Users can send appreciations to each other via app.~~

Features pt.2

Originally Proposed

- When a volunteer scans an Initiative's QR Code, the volunteer is marked as "checked in," for given initiative
- When an initiative manager scans a volunteers QR Code, volunteer should be marked as "checked-in," for given initiative.
- When a user scans another user's QR Code, the first user is directed to the "Send an Appreciation" screen with the second user's information already populated.

Current

- When a volunteer scans an Initiative's QR Code, the volunteer is marked as "checked in," for given initiative
- When an initiative manager scans a volunteers QR Code, volunteer should be marked as "checked-in," for given initiative.
- ~~When a user scans another user's QR Code, the first user is directed to the "Send an Appreciation" screen with the second user's information already populated.~~

Features pt.3

Originally Proposed

- App should be accessible on iOS and Android.
- Buttons and text should meet accessibility standards.
- All non-ui, non-native features should have automated unit tests.
- Application should cache HTTP requests to maintain some usability while not connected to the internet.

Current

- ~~App should be accessible on iOS and Android.~~
- Buttons and text should meet accessibility standards.
- All non-ui, non-native features should have automated unit tests.
- Application should cache HTTP requests to maintain some usability while not connected to the internet.

Missing Features

- App should be accessible on iOS and Android.
  - Lack of access to Apple tools prevented iOS development.
- Users can send appreciations to each other via app.
  - Google's terms of service made it unable to send currency without Google receiving a cut.
  - Client decided to scrap feature accordingly.
- When a user scans another user's QR Code, the first user is directed to the "Send an Appreciation" screen with the second user's information already populated.
  - Feature as also scrapped due to previously aforementioned reasons.

New Features

- Schedule Page
  - Client asked for more info on past and upcoming shifts.
- Profile page
  - Client asked for page dedicated to displaying user contributions.
- Snackbar
  - Created for a streamlined check-in/check-out experience.
- Drawer
  - Needed dedicated place for profile page, schedule page, and logout button.
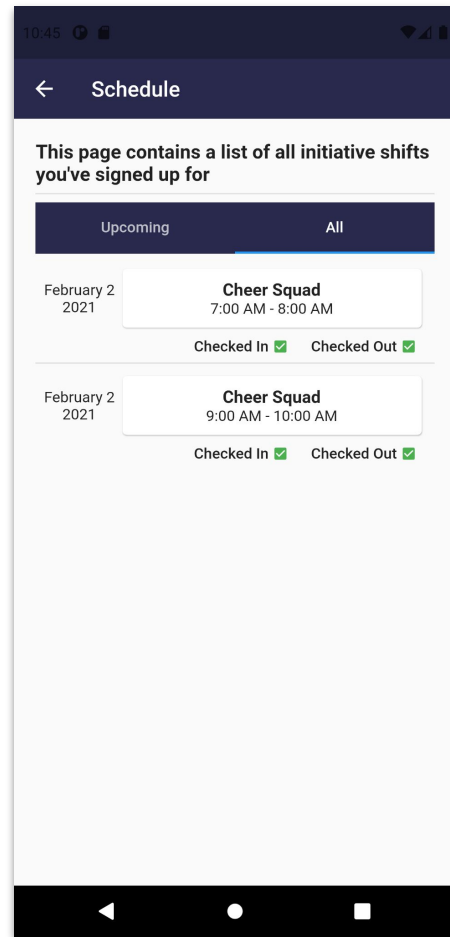
Final Meeting with Client

- Final meeting has not yet occurred.
- Scheduled for 4/27/21 at 5:30 P.M.
- More information should be presentable once meeting has been held.

Transferring ownership.

- Repo has not yet been transferred.
- Scheduled for 4/27/21 at 5:30 P.M., shortly after the final client meeting.
- Client has asked to simply transfer ownership of repo.
- More information should be presentable once meeting has been held.

Successful Practices/Actions

- CI/CD
    - Smaller code changed lead to fewer unintended consequences.
- Automated testing
    - Human intervention was not required when executing tests.
- Retrospect meetings
    - Easier to pinpoint and plan possible improvements.
- Standup meetings
    - Allowed team to readjust priorities when necessary.
    - Consistent distribution of knowledge among all team members.
- Peer reviews
    - Found potential bugs much earlier.
    - Allowed teaching and sharing of knowledge.
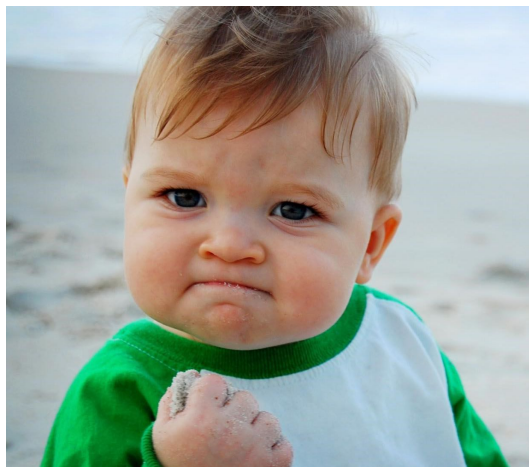
Undesirable Practices/Actions

- Procrastination, especially around the start.
  - Slowed pace eventually lead to environment setup taking longer than necessary.
- Underestimated certain tasks, especially near the beginning.
  - Ensuring everyone could replicate the development environment ended up taking almost two iterations before there was consistency.

Desirable-but-Missed Practices

- After considerable thought, it was decided there were no missed desirable actions.
- Having a routine retrospect prevented the team from missing any important steps.
- Steps which were missed earlier in the project were implemented later during retrospect.

Final Thoughts from Team pt.1

- Matt: Project went much smoother than anticipated. Grateful on what was learned.
- Jacob: Pleased with the work done. Perfect team project.
- Clay: Went into the course thinking it would focus on programming, but came out of it learning something even more important; how to communicate as a team.

Final Thoughts from Team pt.2

- Casey: I'm proud of all of my group members. At the start of this project, everyone self identified as the least experienced member of the team. I'd like to think that everyone has become more confident in their ability to create,
- Riley: Could not imagine the project going smoother than it did. Compared to any previous group project ever done, this was phenomenal.