

COSC 345 Final Release Report

Pain Tracker App

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Git Repo: <https://github.com/Daanikus/PainTracker>

Build instructions:

Developed/Built on Android Studio 3.0.

Dependencies should be automatically acquired. For reference, we are targeting SDK v27 and have been testing with the Nexus 5 emulator.

Progress Summary

During our alpha phase we successfully implemented all the core functionality around adding and visualising records. For the Beta release we redesigned the interface for a more cohesive look and feel, and implemented a basic PDF export feature. In preparation for our Final Release, we've significantly cleaned up the code base, improved documentation, and added quality-of-life improvements based on external feedback, including a visual tutorial, a lifetime stats view, and improved permissions-requesting for the PDF export feature.

Looking back to our original proposal, many of the non-core features that we planned had to be cut, due to technical limitations and the realities of a busy and compressed university year. Google Drive backup, the allowance for more modular records, and more cosmetic features like weather integration had to be scrapped. When we began the project, we deliberately chose a design with a small minimum viable product, but with space for many fairly modular additions. In the end, this decision paid off, as none of the features we ended up having to cut seriously undermine the overall usability of the app.

Testing

We were able to do a modest amount of external testing, getting the app into the hands of four of our friends who live with chronic pain disorders. Only two gave feedback in time to be incorporated into the Final Release, with one requesting lifetime statistics (which has been implemented for this release), and the other commenting on the limitations of the graph, which

unfortunately are due to limitations of the graph library (we looked but couldn't find a more suitable alternative).

Final Reflections

Overall, we're fairly happy with our finished app, and our development process went fairly smoothly. It would have been nice to have time to implement the secondary features we initially planned, which might have made it feel like a more fully-featured app appropriate for the Play Store, but looking back, we managed the development of the app well, never experiencing any significant technical disasters, git mishaps, or interpersonal squabbles.