COSC 345 Alpha Report

Pain Tracker App

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

Build instructions:

Building and running our project shouldn't require any special setup, but for reference we are targeting SDK 27, and running it in the Nexus 5 emulator. All dependencies will be downloaded automatically.

Progress:

Development on our app is moving along satisfactorily. The core functionality as laid out in our initial report is present; the implementation of the database was painless, and after some experimentation we settled on a graphing library for the main graph visible on the main activity of the app, through which all pain reports can be accessed, and which allows scrolling and displaying of dates as we'd envisioned. We've even introduced rudimentary support for pain location tracking, although drawing those points over the body image when viewing is proving challenging.

Next Steps

Now that the basic functionality is present, we can parallelise development of the other planned features (backup, and reminder notifications, among others) and a streamlined interface. We're currently experimenting with different implementations for the visualisation of the scrolling card stack, as well as making the labels on the scrolling graph more intuitive.

Organisation & Team Dynamics

We've been meeting as a group once or twice per week, in order to keep up pace of development, and make sure that we all know what we can be working on at any given time. We've been communicating via Facebook Messenger which--while rudimentary--is proving workable for a team of this size.

It should be noted that in the last week or so Caleb has left the group. Personal circumstances meant that he was unable to attend most meetings and didn't contribute any code, so out of respect for the remainder of the group he has chosen to excuse himself from the paper. This hasn't presented too much of an issue for us or necessitated any change in scope, as our project was already fairly modular, meaning that any development effort that has been lost will not undermine the robustness of the final product.

Our experience with version control has been mostly smooth, although there have been some issues in Android Studio with distinguishing between interacting with the local and the main GitHub repository. For example, using 'git push' occasionally pushes changes to the main GitHub repository but usually just stores the changes on the local machine.