



An application by Team Apple Juice

Team Introduction



Team Apple Juice

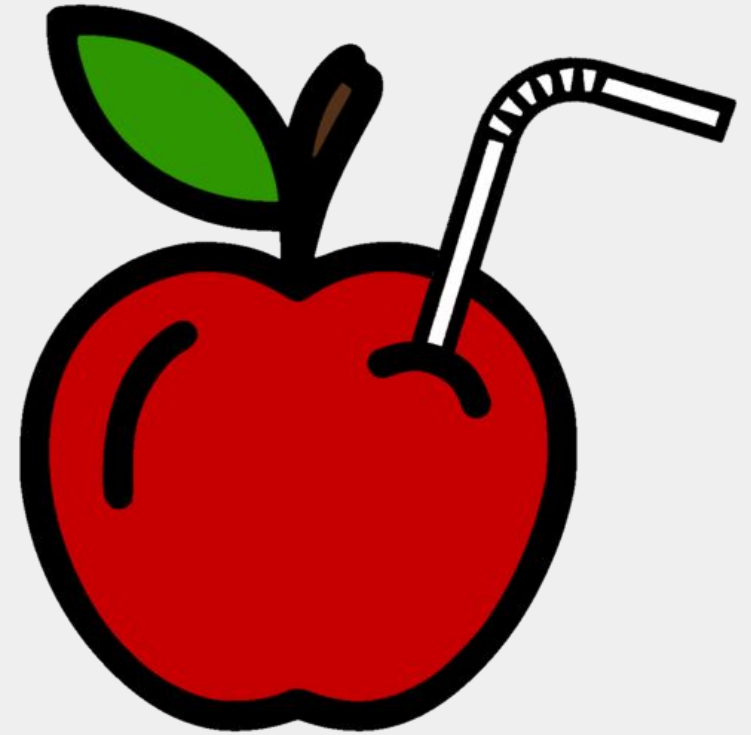
Todd Angel: Product Owner

Vuyisile Mjimba: Technology Master

Drew Johnson: Developer

Parkes Rowe: Scrum Master

Colby Bogle: Developer



Product Introduction



PlanIt:

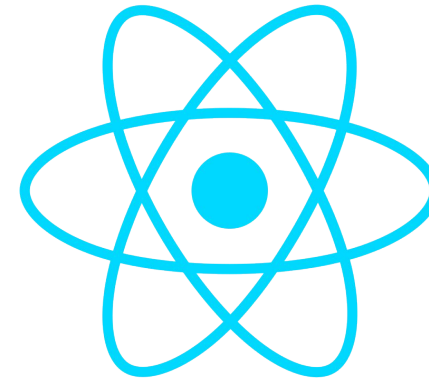
PlanIt is an application that allows Drury University students to create and utilize a 4 year graduation plan with a given set of majors, minors, and certificate options. This application will be available on the web, as well as on iPhone and Android platforms.



Technologies



- React Native
- Yarn
- Expo
- MySQL
- React Material (MUI Lib)
- React Native Paper (Deprecated)



React Native



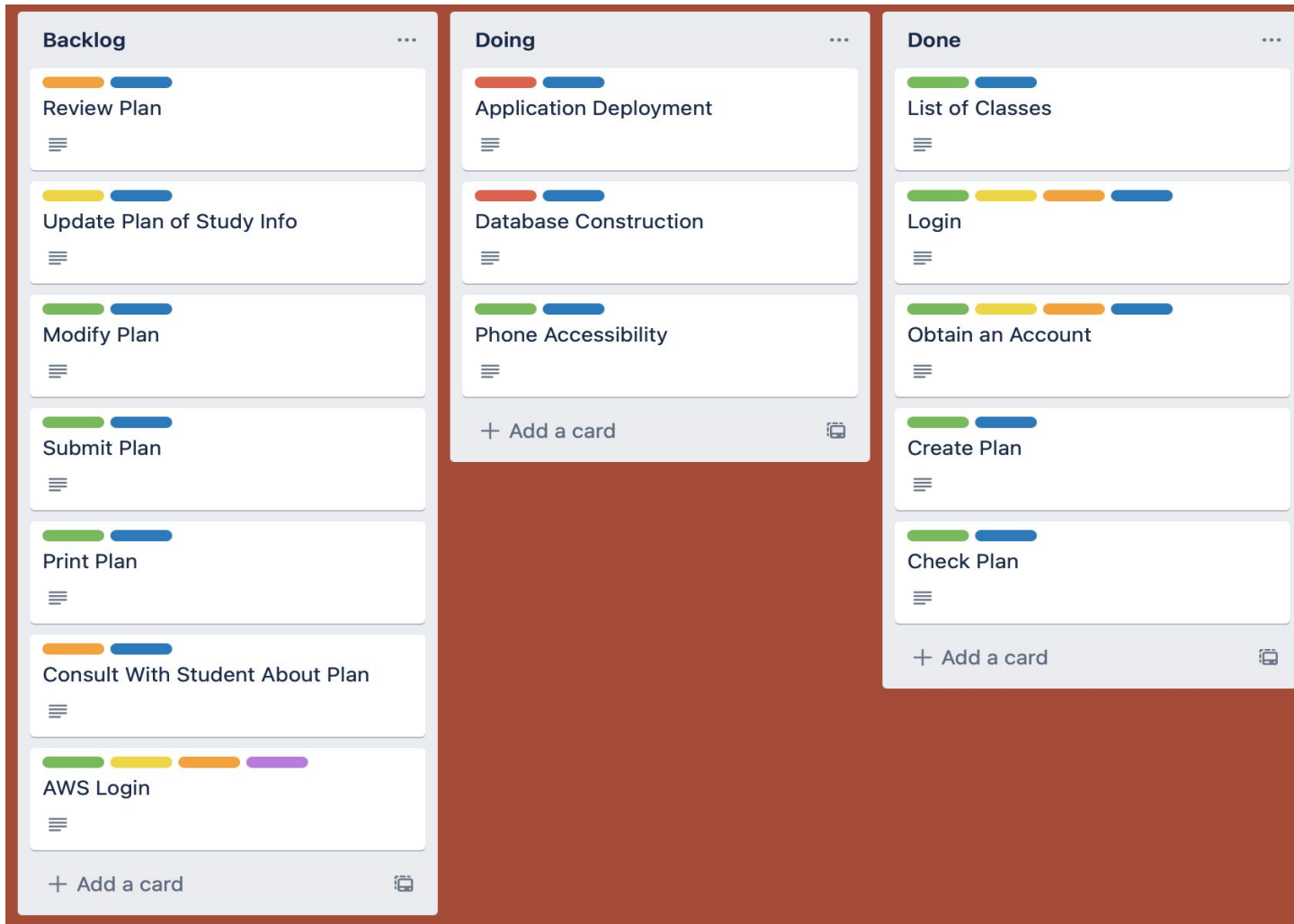
User Stories



- Login
- Obtain Account
- Phone Accessibility
- Create Plan
- Consult with
Student About Plan
- Review Plan
- Update Study Plan
- Check Plan
- Modify Plan
- Submit Plan
- Print Plan
- AWS Login
- List of Classes



Trello Board



- Completed: 5
- In Progress: 3
- Backlog: 7

NOTE: The three user stories in ‘Doing’ were stories being updated during the duration of the project

Milestones Completed



- Login
- Obtain Account
- Database Construction
- Application Deployment
- Create Plan
- Check Plan
- List of Classes

This allows the user to login to the application, choose their credentials, submit and get a base plan, then create and update their plan themselves, then submit it. This plan can also be pulled from the DB for review by the user

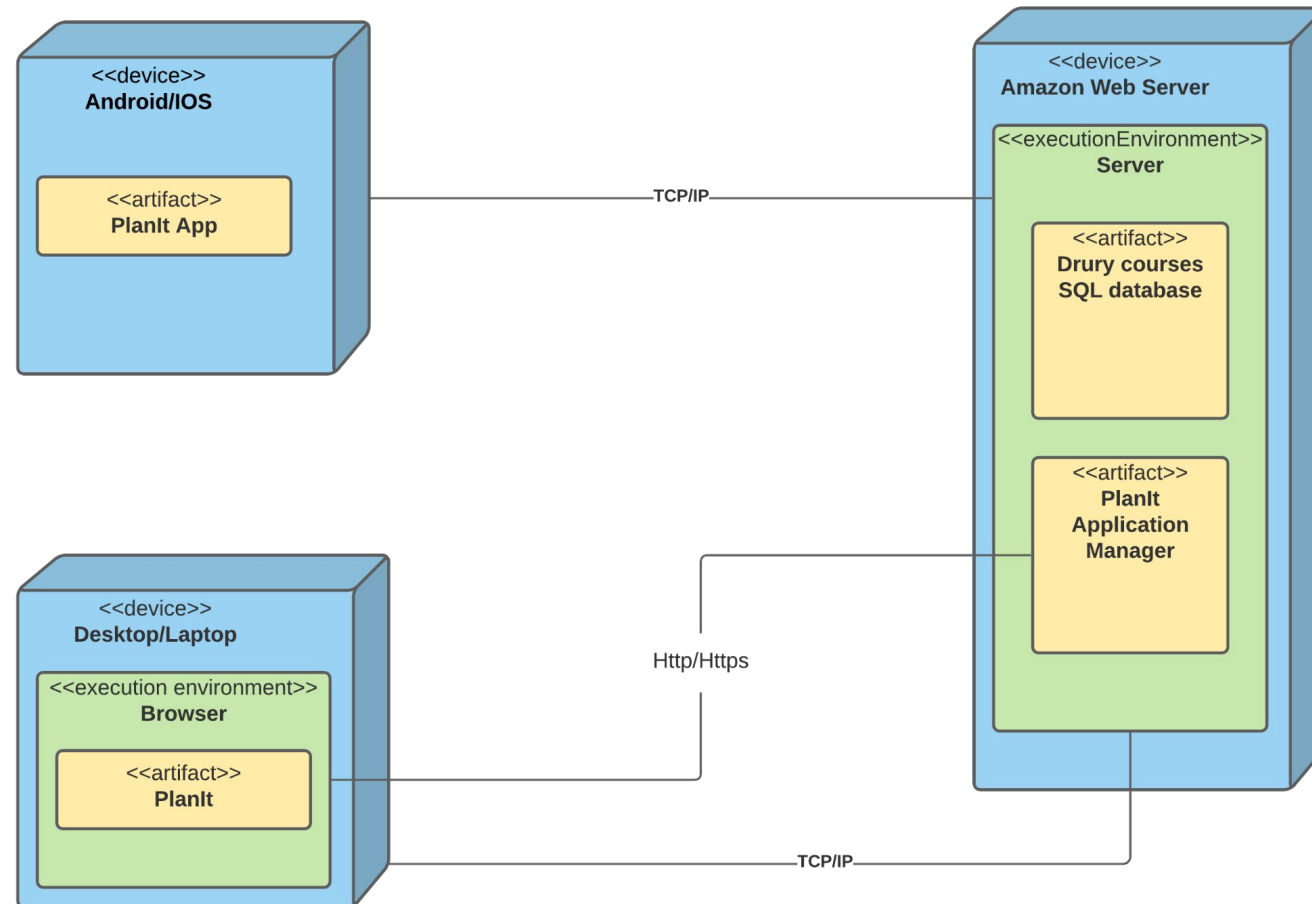
User Stories Incomplete



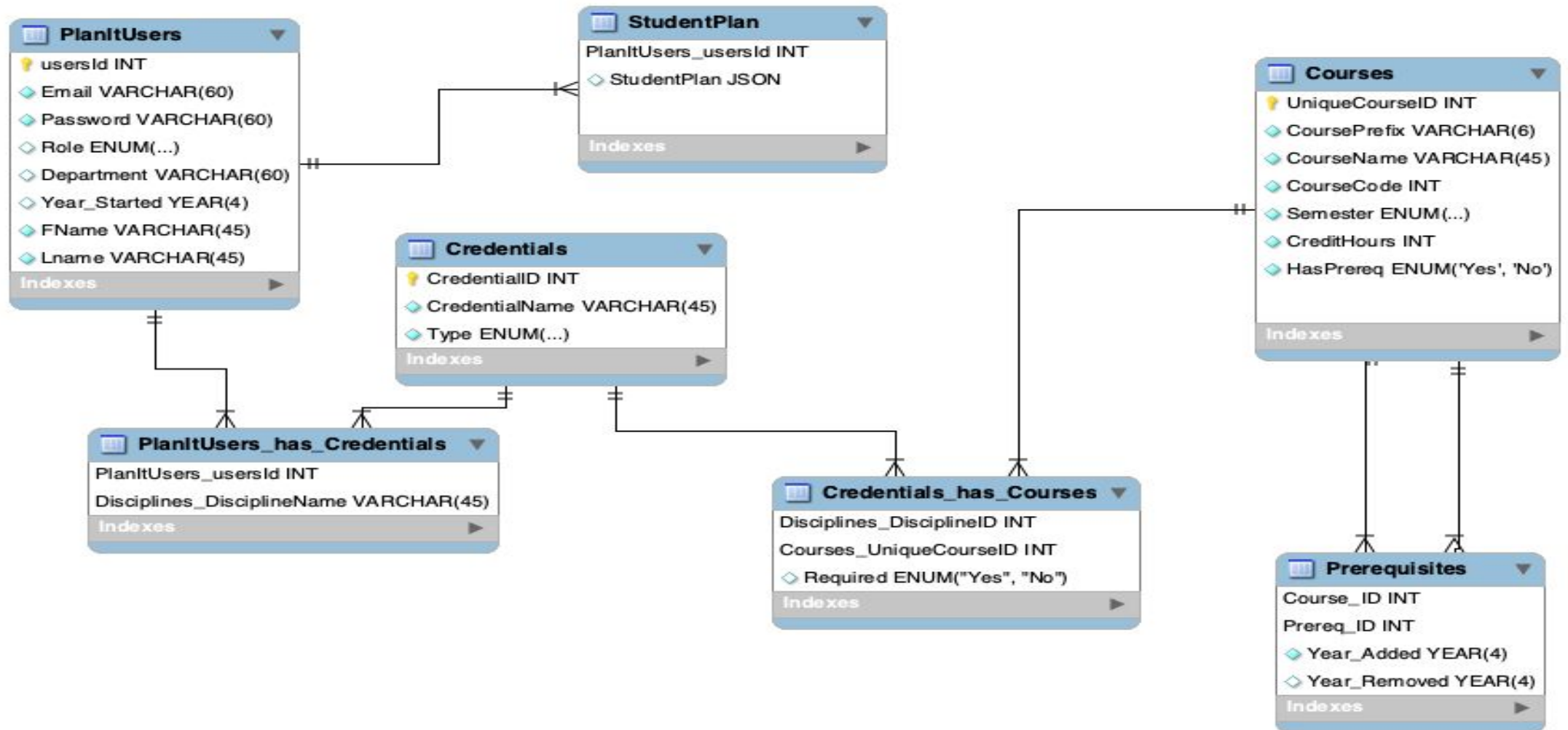
- Review Plan
- Update Plan of Study Info
- Modify Plan
- Submit Plan
- Print Plan
- AWS Login
- Consult with Student About Plan

Many of the incomplete stories were nonfunctional requirements (with the exception of Modify, Update, and Submit plan) and were not needed for the base release of the product, but rather ideas we would have hoped to implement in different versions

System Architecture



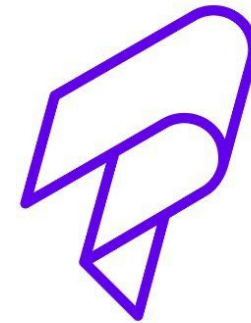
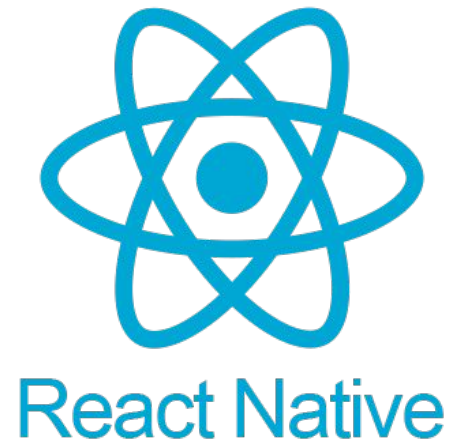
Database Design



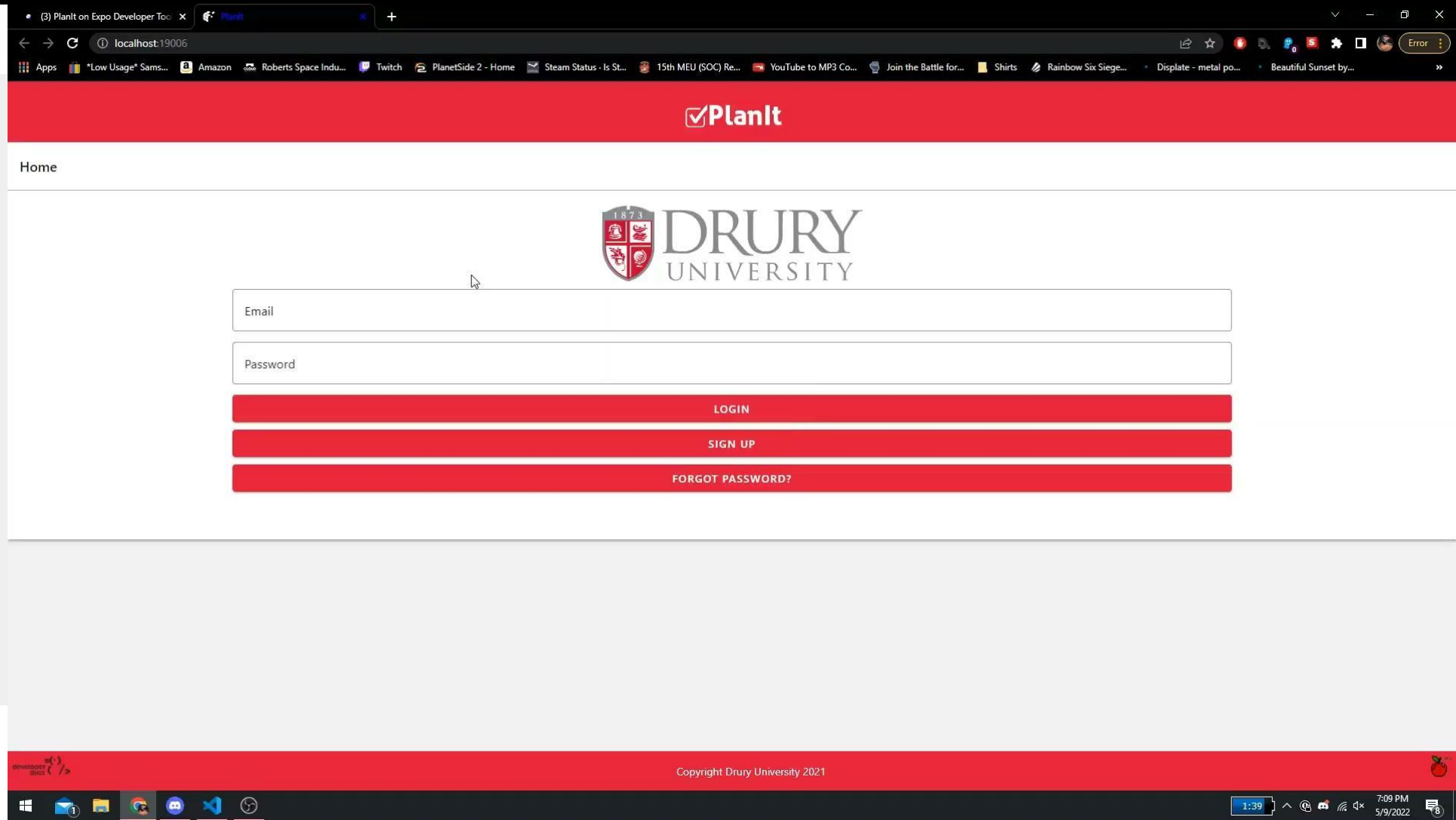
Setbacks



- **Unfamiliar Technologies**
 - **Material vs. Paper**
- **Phone Accessibility**
- **Application Deployment**



Product Demonstration



In Retrospect



- What things we would have done differently
- Longer research phase
- Prioritize mobile development first
- Develop a project-life plan
- Set in place communication redundancy.



Our Experiences

- Vuyisile Mjimba
- Parkes Rowe
- Drew Johnson
- Colby Bogle
- Todd Angel



Thank you!

Any questions?