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Session 1

Thursday, August 30, 2018 8:34 PM

Important Notes:

- · Next Session: Friday, September 7th, 2018
- I will be hosting these recaps here: https://Dublin-Scioto-CS-Club-2018-19.github.io

What we Accomplished:

- · After brainstorming various app ideas, we decided to build a Homework Planner app
- Wrote problem statement, initial requirements, and some app mock ups

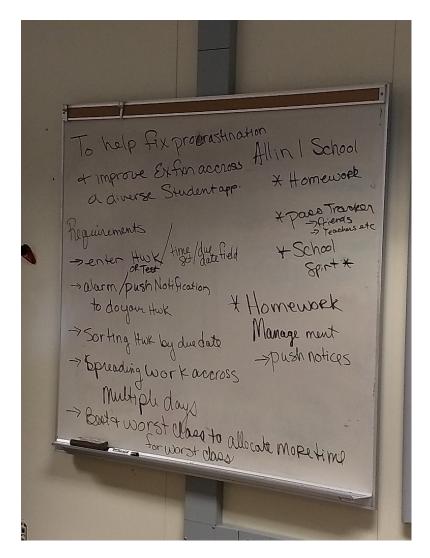
Problem Statement:

Students procrastinate on getting their homework done

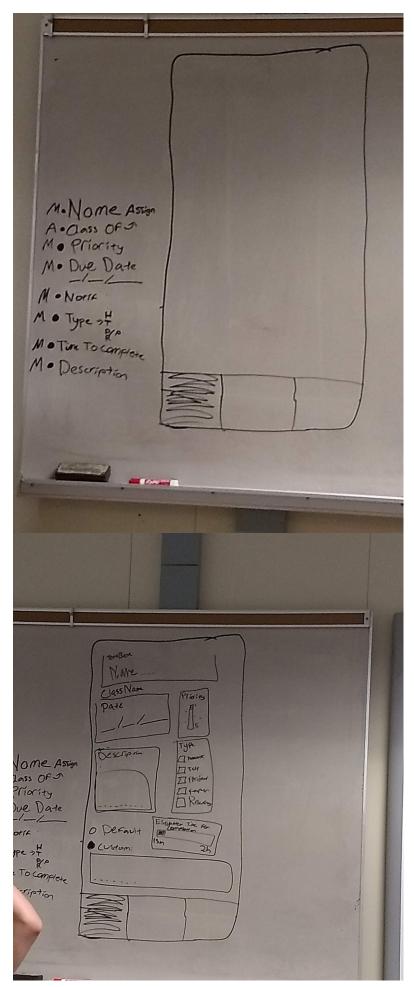
An app that will help fix procrastination and improve executive functions across all students.

Requirements:

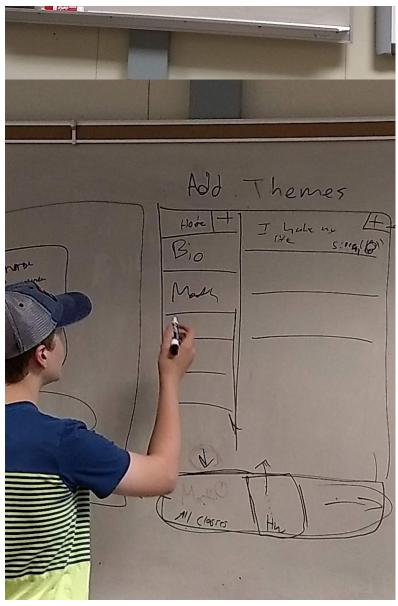
- 1. Enter homework/assignments, with the amount of time it will take and the due date
- 2. Receive notifications to work on their homework
- 3. Sort assignments by due date and priority
- 4. Split large assignments up into smaller chunks across days
- 5. Set best and worst classes to help set priority



Mock Ups:



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Next Steps:

- 1. decide what technologies we will use to build this application
 - a. Android Studio https://developer.android.com/studio/ (Tutorial https://codelabs.developers.google.com/codelabs/build-your-first-android-appkotlin/index.html#0)
 - Kotlin is a newer programming language to build android apps, it's pretty similar to java, should actually be simpler to learn than older android development
 - b. Thunkable https://thunkable.com/#/
 - i. Drag and drop mobile app development. Probably limited in which features are available, as well as design and layout, but easier to learn and get set up
 - c. Snap! https://snap.berkeley.edu/
 - i. Web only, no mobile. Easier to program, but harder to design and customize
- 2. Create "Features" and assign work between team members
 - a. We can use GitHub for this to track progress https://github.com/Dublin-Scioto-CS-Club-2018-19
 - b. everyone will need to create a GitHub account (it's free, then I will add to the Dublin CS Club group linked above)
- 3. Create "Hello World" app, make sure everyone has access, and can make updates to it
 - a. if we do android studio we'll track in GitHub, though we need to determine if we'll be able to use git on school computers
 - b. if we use other solution, maybe a shared login, we'll need to do more research

Android Resources:

1. Install Java SE version 7 or greater (ideally latest)

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- a. also in tutorial above
- 2. Install Android Studio
 - a. see above, follow tutorial to also figure out installation of android emulators
- 3. Install git

a. if we have no access to command line hopefully we can still use the integrated git in android