

## **Kevin Sum - Individual Report**

My role in the group was the GUI developer. As mentioned in the QA manual, this role primarily involves overseeing the implementation of the GUI given the design specification and ensure that the final product is intuitive and easy to use.

During the first half of the project, I spent the majority of my time working on the design specification of the app, getting to grips with Android Studio and working on a framework for the app. The design of the app was done in tandem with the Design and Specification Manager in order to ensure that the end design would be of a high quality as well as reasonable to implement. I also gave my own input on the design and assisted with drafting a mock up of how the app would look and function. I then worked on the first iteration of the app. Getting to grips with android studio proved to be a challenge at first, as I had never used the IDE before. Once I got the basics down, I worked on the navigation drawer, providing a framework and a way to navigate between the different screens of the app, which I initially created to ensure that the navigation worked. Members of the group could then work on individual parts of the app, of which I also put time into (specifically viewing the thumbnails on a grid view). I also provided help with the financial reports whenever needed, and helped with creating the functional specification and QA manual.

During the second half of the project (Post Easter Holiday), I mainly cracked on with the programming, working on the instructional videos screen, the thumbnails for this screen and myRecipes screen. I also worked on the testing and integration plan to make sure that the user stories were fulfilled. Outside of programming, I assisted with filming the instructional videos and edited them so that they were relatively short and had subtitles. I also helped with the sales presentation, where I demonstrated the app with the Multimedia and Content Manager, and again helped with the financial report analysis when needed.

Although I feel that I have contributed to the group and have been successful, I feel that I could've done more. A lot of my responsibilities overlap with the software manager, and as he was the strongest programmer of the group and was the only one with experience with Android Studio, I felt that I often relied on and deferred to him too much at times rather than taking the initiative myself. Time management is another thing that I could've improved on, since there are periods of time where I'd put the project on hold on order to focus on other university assignments.

### **Deliverable contributions**

- Functional Specification
  - Involved in discussions about what should be involved in the functional specification
- Quality Assurance Manual
  - Wrote the "GUI Developer" section of the QA manual
- Design
  - Worked on the design mock of the app, giving my opinions on how the app would look, what features to implement and whether they were feasible.
- First Iteration

- Created the navigation drawer and implemented switching to screens from this drawer.
- Implemented the drawer in all screens.
- Worked on the display of thumbnails in a gridview.
- Resized icons
- Second Iteration
  - Worked on the instructional videos screen and displaying the thumbnails in a gridview. Also created the thumbnails of said screen.
  - Helped film the instructional videos and edited the videos to be short and to include subtitles.
  - Implemented haptic vibration.
  - Worked on the settings page to optionally turn on and off the sound and haptic vibration.
  - Worked on the “My Recipes” screen. Wrote the code to get recipes from a separate set of personal recipes. Created the grid view for the thumbnails.
  - Worked on the final testing and implementation plan to evaluate if all user stories are fulfilled.
- Financial Reports
  - Filled in timesheets. Also helped with the analysis in financial reports 1 and 2.
- Sales Presentation
  - Helped with the script for the app demo.
  - Demonstrated the app in the sales presentation.