Alex Bennett Individual Report.

My role in this project was the Multimedia and Content manager. As per the QA documentation, I was mainly in charge of the multimedia that was to be displayed in the app as well as coding the shopping list section of and writing the HTML tour.

I was able to fulfill the responsibilities outlined above throughout the course of the project, however there were some parts that could have been done better;

During the first part of the project, I mainly spent my time working on the icons to be used in the app. The icons used in the app were one of the best bits of work that I completed, however I should have sought clearer direction on creating a generic size for the icons. Original icons were resized by each member of the group to fit in the section they were working on which cost time and effort at the end of the project where I had to crop and resize everything to maintain a standard across the app. I also worked briefly on the GUI design for the shopping list and Instructional videos page during this time.

In the post easter break part of the project, I had a much more code based role as I had completed all of the icons for the app. I spent most of my time developing and coding the shopping list section. At the end of the summer term, the shopping list was the work that I am most proud of considering the advancement in my coding skills and the functionality of the shopping list being 100% complete. In the beginning, I underestimated the amount of time it would take to complete as I had not factored in how long it would take me to get familiar with coding and Android studio. This hampered progress, however once I had gotten familiar with the software, it became much more efficient and easy to work on the shopping list.

I took on the task of writing the HTML tour for the project as detailed in the QA manual. I worked on this at the end of the spring term and in the beginning of the summer term and I am happy with the work I completed. I was responsible for writing the bulk of the text but my coding knowledge of HTML was very little so I decided it would be more sensible and efficient to hand off the HTML tour to the software manager once I had finished writing, so that they could code the layout of the document using their experience with coding in HTML. Only some of my work was included in the final HTML tour as it was developed significantly over the final weeks of the summer term, whilst I was working on the testing and integration plan.

I recorded the instructional videos and wrote sections in the documentation of the project including the functional specification and the QA manual. I found it somewhat difficult to find time to work on the instructional videos and the sounds for the app so these were left until later on in the project. The instructional videos were recorded well and were handed off to the GUI manager to add subtitles and edit further. I did not have time to develop custom sounds for the app, so default sounds were used. If I could do the project again I would of focused more on getting the multimedia (i.e images, sounds and video) finished in the first part of the project so that I could focus purely on coding in the summer term.

I was also involved in the testing and integration plan at the end of the project to make sure the final product was working as expected. This meant working through a spreadsheet alongside other team members to go through each of the functions of the app and check that they were working as expected, reporting and fixing errors along the way.

Finally, I played a key role in both the tender and sales presentations as I lead the product demonstration for both. This involved writing the script alongside the GUI and Design managers and then presenting to an audience.

Deliverables that I was involved in:

- Quality Assurance manual:
  I wrote my part for the QA manual including what my role entails and the QA metrics for my role.

- Functional Specification:
  I wrote my part for the functional specification including a detailed section on the multimedia to be used in the app and how it would impact the customer.

- Test and Integration plans and reports:
  I was heavily involved in the final testing and integration plan for the application including testing all of the functions of the app following a spreadsheet created by the Software manager. I completed the app testing alongside the GUI manager and the Software manager.

- Source Code:
  I was heavily involved in the source code for the shopping list section of the app. I developed most of the shopping list with around a 80:20 split in terms of the work done for the final shopping list in the product. 80% of the work was done by me over the course of the summer term with the development of all the core features of the shopping list including its GUI being completed. The other 20% of the work was conducted by the Marketing manager who helped my to implement a function to add quantities together in the list and the Software manager who did a final check over the code and polished up any coding errors or bad coding practice that I had created.
  I was also involved in the early coding of the Instructional videos GUI for the first iteration of the project, after which it was then taken back over by the GUI manager.
  Finally, I helped to show people how they could use the shopping list functions in there own sections and collaborated with a number of team members when applying the icons that I had designed into the code of the app.

- Design Documentation:
  I was heavily involved in the creation of the design of the app including all of the icons to be used throughout. These were all documented in the functional specification and the HTML tour. I worked alone to design, draw and edit the 27 icons that would be used in the app as well as a whole host of others that did not make it into the final product and that were refactored out during development. These icons were developed over the course of the project which is all saved on the team's google drive.
  I also had input into the design of the GUI's for some parts of the app, as I worked closely with the design manager and the GUI manager throughout the project due to our roles sharing common interests.

- A HTML-tour of the product:
  I was involved in the first iteration of the HTML tour. I wrote the main bulk of the text that would be included in the HTML tour and layed out a rough structure that it would abide by. The work that I had completed was then handed to the Project manager and the Software manager after the first iteration for them to work on for the hand in of all deliverables. In the end, some of my work was refactored out of the final HTML tour whilst the layout and text were developed over the summer term.