Individual Accountability Reports (IARs)

Q1. Student Name: Michael Yogar

Q2. Student ID: 1058364

Q3. Associated Team Deliverable: Sprint 2

Q4. Section#, Team #: Section 2, Group 2

Q5. What were the main technical or methodological concepts and/or skills that were required to complete this team deliverable? (bulleted list is preferred):

- Scrum
- Android Development
- Building Fragments
- Building TimePicker widget in android
- Building progress bar
- Understanding how to read Java documentation
- Connecting fragments to activities
- Building UI components
- Layouts such as Linear Layouts
- Building high level designs
- Creating wireframes

Q6. What was your existing level of experience with these topics/skills before your team began working on this deliverable? (1‑2 sentences):

I believe my skills are slightly above novice in all categories listed above. This is because I came into this project as a genuine beginner in android development, but I have been learning a lot and improving my skills. Nonetheless, I have much more to learn, so I declared myself as slightly above notice. Furthermore, I did not have any experience with Figma, and I needed figma to build the required high level designs such as wireframes.

Q7. Comment on your individual academic, methodological, or technical learning during this deliverable, and what additional learning may be needed to understand or be more competent with these topics in the future?

When I wanted to learn more above the topics I listed above, I referenced online Java and Android documentation. Sometimes, I couldn't find thorough explanations, so I also referenced Youtube videos as well. I think I have to get better at my Java fundamentals. That way, it would be easier to read and process documentation I find online. I believe that would help me make considerable progress with respect to the tasks I am assigned.

I learned about using Figma to build high level designs such as wireframes as well. I had to watch a lot of Youtube videos, since I personally found Figma hard to use. With respect to Figma, I found that the more I used it, the easier it got. Thus, to become more competent at building high level designs in Figma, I would continue to practice and build more designs. In this situation, project based learning is optimal for me.

Q8. What specific contributions did you make to this team deliverable? This should include technical or project management contributions.

For this deliverable, I made contributions towards the UI of this mobile application. I was responsible for building out the filter feature. More specifically, I was responsible for the UI (front-end) of this feature. Additionally, I was responsible for contributing to the tag system we implemented. I did this by creating the high level designs for it. This was done through creating wireframes with Figma.

Q9. With whom did you collaborate for any of the above contributions (be specific)?

I worked with Nick on the application's filter feature, where I did the front-end, and he did the back-end.

Also, I worked on the wireframe alone and Nick gave me feedback throughout the process. When I showed him the wireframe, he gave me helpful feedback and I was able to iteratively improve on the design.

Q10. Comment on how well you managed your time over the time period allocated in the Course timetable to this team deliverable (i.e. the time between the prior team deliverable to this team deliverable).

I believe that I managed my time fairly well. Given my busy course load, I still tried to spend as much time as I could completing my tasks. That being said, I could have improved upon my time allocation within the scope of Android development. I spent too much time trying to figure out how to incorporate Constraint Layout into a fragment. After several days, I decided to scrap it and use Linear Layouts instead. Next time, I'll be more decisive with respect to my decisions and time allocation. That being said, I worked around my schedule well and I updated Nick about my current progress as frequently and early as possible.