Individual Work Package

For Spring semester of 2022, there are quite a few things that our team need to be done before Project Completion. The major items on my list is for the role I am responsible for, I will outline below.

- Researching
  - There is a lot of research that is needed to be done before going into next semester. For example, web scaping would be an option with building our application. Which would help reduced our time on the project. Using Framework for what type of tasks. Or implementing API on a mobile app to get the most out of our application and allowing the user with a secure service.
- Design User Interface / User Experience
  - We must determine how the user interface will affect the user experience. Therefore, we must design a Prototype of the user interface which will have to meet the requirements of the sponsor and that it will satisfy the user experience. This should be done before getting start on the project that way we can finalize how the app should look and functionality.
  - On top of that the prototype need to go through phases where we need to adjust to possible changes and discussion before heading toward development. This way we can solve any potential problems that would occurs during development.

- Front-End Development

- The project requires it to be a multi-platform, compatible with IOS & Android. We need to learn React Native Framework and JavaScript which is needed to build this application.
- Navigation is also important where we must build the menu and buttons and navigate it accordingly.
- Graphics, designing a mobile app that's too flashy nor using to much color. Determine the right background and color to use.

- Testing
  - Internal testing & verifying, before a product to be released it must go through testing phase which test for bugs and other issues that might occur when using the products. This way to make sure the product is a success before released.
  - All testing comes with feedback and changes. Needing these would help make changes to improve the User experience.

Overall, this is the expectation that is needed to be done for next semester. There will be changes to the lists that would affect the project completion status and waiting for approval from team and sponsor would affect the project completion status.

Project Timeline(Next Semester):

29	4 Weeks	**Define UI / UX**	30 days	Mon 11/1/21	Fri 12/10/21	
30		Analyze what is needed to be in the design	11 days	Mon 11/1/21	Sat 11/13/21	
31		Design UI / UX Design	20 days	Sat 11/13/21	Thu 12/9/21	
33	**2 Weeks**	**Troubleshooting**	**14 days**	**Fri 12/10/21**	**Wed 12/29/21**	
34		Touch up on possible changes on UI/UX	3 days	Fri 12/10/21	Tue 12/14/21	
35		Team Discussion about t Design 4 days		Wed 12/15/21	Mon 12/20/21	
36		Solve any Potential Issues	7 days	Tue 12/21/21	Wed 12/29/21	
37	**1 Weeks 4 days**	**Testing & Deployment**	**11 days**	**Mon 12/20/21**	**Mon 1/3/22**	
38		Deploy to Sponsor	3 days	Mon 12/20/21	Wed 12/22/21	
39		Get Feedback and changes from sponsor	9 days	Wed 12/22/21	Mon 1/3/22	
40	**17 Weeks**	**Development**	**120 days**	**Sat 10/23/21**	**Thu 4/7/22**	**Development Overview the whole entire Project**
41	**17 Weeks**	**Front-End Development**	**120 days**	**Sat 10/23/21**	**Thu 4/7/22**	**Front-end start and end with Development**

42	17 Weeks	**Multi-Platform Development**	**120 days**	**Sat 10/23/21**	**Thu 4/7/22**	**Multi-Platform start and end with Development**
43		IOS & Android	90 days	Sat 10/23/21	Thu 2/24/22	
44		Navigation (MENU + BUTTON)	90 days	Sat 10/23/21	Thu 2/24/22	
45		GRAPHICS	90 days	Sat 10/23/21	Thu 2/24/22	
46	**5 Weeks**	**Testing**	**30 days**	**Thu 2/24/22**	**Wed 4/6/22**	
47		Internal Testing & Verifying	30 days	Thu 2/24/22	Wed 4/6/22	
48		Feedback & pre-approval	30 days	Thu 2/24/22	Wed 4/6/22	
56	**3 Weeks**	**Deployment**	**20 days**	**Thu 4/7/22**	**Wed 5/4/22**	
57		Deploy to Tabor & Andy	5 days	Thu 4/7/22	Wed 4/13/22	
58		Sponsor Feedback / improvement	15 days	Wed 4/13/22	Tue 5/3/22	