Dan Khuu A875J464

Individual Work Package

Team WuShockGo

This semester, our team spent most of the time designing and discussing for the app prototype. Our team, especially front-end roles have gathered most of the software and components that needed to use and put together to build the mockup/prototype. For next semester, we plan on finishing up the prototype that fully functioning including back-end. These following below are the targets that we are arming for this end of semester and next semester.

Research and gathering:

For both front-end and back-end, our team is still in the process of researching to make our app development better and even better. Front-end roles are researching for the web scaping, it is helpful and could be a tool that use to building our application. For example, it is very helping to save us time by not starting from scratch and easier for us to stay away bugs and errors when using web scraping method. On the other hand, back-end roles are researching about API and how to implement it to communicate with Tabor College sever, when user using the app function and it will send the API will send the request to Tabor College sever and release that information back to the app then user could see it.

UI and UX Designing:

For our front-end UI and UX designing, we are using these following questions to help our mobile app getting better. Who will be using our app? What type of work do they do? How well users know about technology? In that way we can build a user-friendly app that everyone and even kids can use it. We also have to follow the sponsor requirements to satisfy for both users and sponsor. On the

other hand, we are trying to build the app as much simple as possible, so in that way users can just download and can use the app right away, so not like wasting their time to read or scan over the app and learn how to use it.

Front-end Implementation:

Overall, our team is decided to learn and use React Native Framework and JavaScript to implement for this mobile development. We are searching for multi-platform, which will be compatible with IOS and Android. So, users can be use on both versions of mobile devices. Next, is our organizing buttons and functions on the app menu and that needed to meet the sponsor requirements. There also requirements from sponsor for the app's graphic and coloring, the background have to be match up with their college mascot or logo. The color is not too bright or too dark and avoid using so many colors.

Final Project Review:

Our mobile app development needed to be test and verifying by our sponsor before its delivery or release on the App Store or Google Play. For the testing phase, which we are testing for bugs and users' issues that might occurs to disturb the users while using the app. For testing, we need to make sure our product that having fully completion and ready to be release. While testing, we will get and collect feedback and complaint from testers/users/developers to make the changes, so that will help to improve our product better and better.

Final Product:

In conclusion, those above expectations that need to be fully complete for our next semester. We are based on our planer or schedule that Tan and Dan created to moving forward. In other hand, we are still needed to make changes to the planer or schedule. But overall, it is not making a big affect to

the project and the planner. After, we are having the prototype done, we will present it to our sponsor and getting the approval to dive deep into get the product finish.

Project Timeline/Planner/Schedule for Fall 2021 and Spring 2022 semesters:

TASK	WEEK	Mobile App Development	184 days	Fri 8/20/21	Wed 5/4/22	Notes
1	**15 Weeks**	**Project Planning**	**77 days**	**Fri 8/20/21**	**Mon 12/6/21**	
2	**1 Week**	**Development Team Selection**	**7 days**	**Fri 8/20/21**	**Mon 8/30/21**	
3		Development Team Selection	7 days	Fri 8/20/21	Mon 8/30/21	
4	**1 Week**	**Draft Concept**	**7 days**	**Mon 8/30/21**	**Tue 9/7/21**	
5		Project Ideas	7 days	Mon 8/30/21	Tue 9/7/21	
6	**2 Weeks**	**Draft Features**	**14 days**	**Tue 9/7/21**	**Fri 9/24/21**	
7		Must Have	5 days	Tue 9/7/21	Mon 9/13/21	

8		Nice to have	2 days	Tue 9/14/21	Wed 9/15/21
9		Define main issues to solve	7 days	Thu 9/16/21	Fri 9/24/21
10	**3 Weeks**	**Define Vision**	**21 days**	**Sat 9/25/21**	**Fri 10/22/21**
11		Planning and Goals	10 days	Sat 9/25/21	Thu 10/7/21
12		Question/Answer/Solution	10 days	Fri 10/8/21	Thu 10/21/21
13		Analyzing	1 day	Thu 10/21/21	Thu 10/21/21
14	**1 Week 1 day**	**Technology Selection**	**8 days**	**Fri 10/22/21**	**Tue 11/2/21**
15		Framework	2 days	Fri 10/22/21	Mon 10/25/21
16		Language	2 days	Tue 10/26/21	Wed 10/27/21

17		API's	2 days	Thu 10/28/21	Fri 10/29/21	
18		Component & Library	2 days	Sat 10/30/21	Mon 11/1/21	
19	**2 Weeks**	**Research**	**14 days**	**Tue 11/2/21**	**Fri 11/19/21**	
20		Users, Define problems, Questions	14 days	Tue 11/2/21	Fri 11/19/21	
21		Software, Hardware, Operating System	14 days	Tue 11/2/21	Fri 11/19/21	

22	1 week 4 days	**Define Platform**	**12 days**	**Fri 11/19/21**	**Mon 12/6/21**	
23		IOS	6 days	Fri 11/19/21	Fri 11/26/21	
24		Android	6 days	Sat 11/27/21	Fri 12/3/21	
25	**8 weeks**	**Mockups & Design**	**60 days**	**Sat 10/23/21**	**Thu 1/13/22**	

	5 days					
26	2 weeks	**Create Mockup**	14 days	Sat 10/23/21	Wed 11/10/21	
27		Flow Charts	14 days	Sat 10/23/21	Wed 11/10/21	
28		Wireframe Sample	7 days	Tue 11/2/21	Wed 11/10/21	
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	
32	∞	BREAK	∞	∞	∞	BREAK
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-approvement	30 days	Thu 2/24/22	Wed 4/6/22	
49	17 Weeks	**Back-End Development**	**120 days**	**Sat 10/23/21**	**Thu 4/7/22**	**Back-End start and end with Development**
50	15 Weeks	**Database**	**90 days**	**Sat 10/23/21**	**Thu 2/24/22**	**Database start with Back-End Development**

51		Set up Github Repository	7 days	Sat 10/23/21	Mon 11/1/21	
52		Define Database Platform	7 days	Sat 10/23/21	Mon 11/1/21	
53		Set up & Configuring	30 days	Mon 11/1/21	Fri 12/10/21	
54		Testing	30 days	Fri 12/10/21	Thu 1/20/22	
55		Debug	25 days	Thu 1/20/22	Wed 2/23/22	
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	