easeL

Darren White, Nick Zimmerman, Devan Birmingham, Raymond Miller, Eric Lindemann

https://github.com/DJW0519/CSCI-3308-Project/blob/master/easeL_Part_8.pdf

easeL Vision Statement:

To make a fun, easy to use mobile app that allows quick collaboration with others, whether the user wants to communicate or just doodle.

Description:

Collaborative whiteboard application for Android products, where multiple users can draw or add ideas to a shared blank slate, via touch input or the supported input of their particular Android device. We would like to add features for different colors, textures, shading effects, touch based inputs, and sound prompts. Also support individual prompts created by an administrator, that a specific user has to complete. Ideally, this would be a fun and useful tool for kids to interact with each other and learn to work in a team environment, and potentially help the teachers of young children.

Tools We Used

GitHub -> ★★★★★

Android Studio -> ★★★☆☆

Trello -> ★★☆☆☆

JUnit -> ★★★★☆

Doxygen -> ★★☆☆☆

Google Docs - ★★★☆☆

Google Hangouts -> ★★★★★

Methodologies

- Waterfall method ★★★☆☆
  - Requirements > Design > Code > Test > Deploy > Maintenance
- Agile development ★★★★★
  - Scrum meetings on Google Hangouts
- Pair programming ★★★★☆
  - Had to learn to pair effectively
- Unit testing ★★☆☆☆

# IDE - Android Studio ★★★★☆

- Our main development tool and primary stumbling block
- Proprietary Google IDE
  - old Android SDK used Eclipse
- Mostly user-friendly
  - But steep learning curve and often spotty / conflicting documentation
- Difficult to implement unit testing
- Slow
- Doesn't always play nice with Unix

Deployment

We have set up a store on Aptoide, allowing users with Android devices to download the app for free, and begin enjoying our product.

http://easel.store.aptoide.com/app/market/cs.easel/1/9127398/easeL
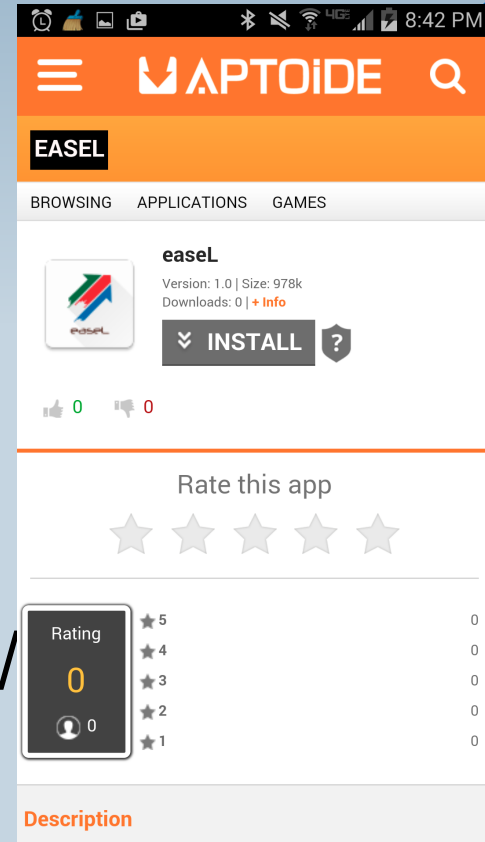
Challenges We've Encountered

- We had temper our expectations to be more realistic.
- What we first envisioned easeL would become:
- Conflicting schedules made group meetings hard to set, so relied on Hangouts
- New to mobile development
- New to Android Studio / 3 different OS