Deliverable 1 CENG 322 RNC

Team Name: Ace Apps
Project Name: Feel Good

Student name and IDs:

Brett Kean	n01158642
Eghe Iyobosa	n0110717
Gireesh Sharma-Singh	n01193783
Zhiyuan Hua	n01406966

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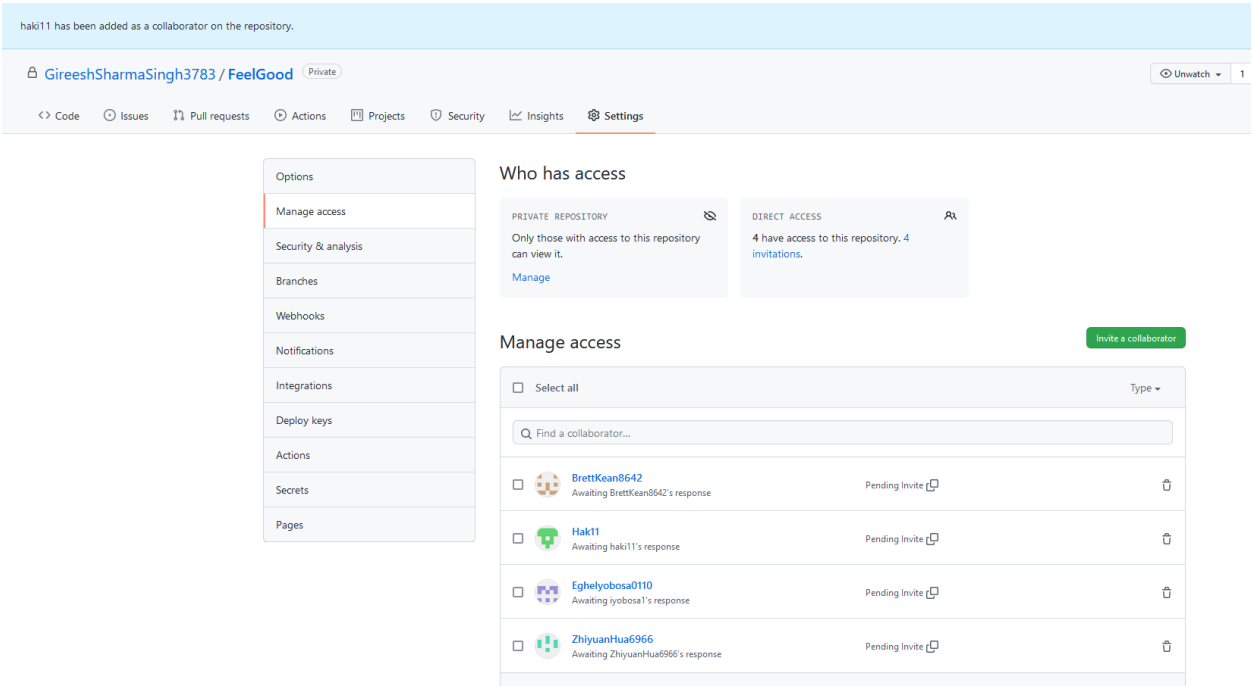
GitHub Repository:

https://github.com/GireeshSharmaSingh3783/FeelGood

Screenshot of github invitation:



Project Background and Description:

1. Goals and final vision:

The goal for this project is to allow the users to create journals that allow the user to process their emotions. Using database and android programming the goal is to provide the user with an easy to use and friendly interface allowing them to feel better by writing journals. While writing the user will be prompted questions about their current mood and how they are feeling, the journal will then bring up that sometimes our minds can distort reality of the situation and will try to point out different mental distortions. Such as catastrophizing or self blaming. The journal will then ask the user to challenge their thoughts, to look on the brighter side and think positively about their situation and or interrupting the situation in another way. In the end this app will be an escape for individuals having a rough day to be able to understand themselves and think clearly.

2. Describing software and hardware aspects//technical

For software we will be using Android Studio,and programming in Java to create our application. Firebase will be the database used to store information such as usernames, passwords, journals, moods and emotions.
Hardware uses a stm32 microcontroller, one possible way to use this device is to connect an OLD screen to the stm32 allowing it to display journals.

3. Screen flows:

The user will start from a login screen when opening the application, they will be shown a navigation menu allowing them to see their profile, and finding options to either create a new journal entry, or look at past journal entries.

If the user wants to look at past entries, they will retrieve past entries from the database (firebase).

If a user wants to write in their journal, they will first meet with a screen asking the user how they are feeling. It will have a list of emotions to help user clarify how they are feeling, on the following screen the application will ask the user if anything is bothering them, followed by a list of mental distortions, the user will then pick some that they think is affecting them, the last screen will ask the user if they can challenge their negative thoughts. Once the user is complete with the journal entry it will be sent to the database.

Once the user completes the journal they will be taken to the main screen where they can journal some more, set goals, or read passed journals.

4. Read and Write from the database hosted form the cloud

Read: Past journal entries which contain mood, feelings, mental distortions

Write: Current journal, username and password for logi, emotions and distortions.

Project Scope:

The project has started production with an end date in week 14 (first week in December).
As a team we split the project into 3 sections. The user interface (UI) which should be comforting and inviting, and provide the aesthetic of a notebook. The functionality where the user will be able to write journal entries. Lastly we will integrate the database allowing for journal storage and retrieval.

Theme:

Uses Cases: Creating a way for user to write journal and store to database
Epics: Create a Database, Program EditText to hold user journal
Stories: Sign up for database and have users create a username and password, have users see EditText to start writing a journal, have a “save” button to push the journal to the database.

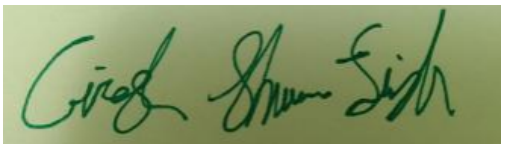
Contract:

CENG-322 TEAM PROJECT	
Team Name: _____ Ace Apps_____	
Project Name: _____Feel Good___	

Please negotiate, sign, scan and include as the first section in your Deliverable 1.

Please note that if cheating is discovered in a group assignment each member will be charged with a cheating offense regardless of their involvement in the offense. Each member will receive the appropriate sanction based on their individual academic honesty history.

Please ensure that you understand the importance of academic honesty. Each member of the group is responsible to ensure the academic integrity of all of the submitted work, not just their own part. Placing your name on a submission indicates that you take responsibility for its content.

Team Member Names (Please Print)	Signatures	Student ID
Project Leader: Gireesh Sharma-Singh	Gireesh Sharma-Singh 	n01193783
Brett Kean	Brett Kean	n01158642
Eghe Iyobosa	IyoboEghe	n01107171
Zhiyuan Hua	Zhiyuan Hua	n01406966

For further information read Academic Honesty Policy on https://humber.ca/legal-and-risk-management/policies/search-by-students.html.

By signing this contract, we acknowledge having read the Humber Academic Honesty Policy as per the link below.

https://academic-regulations.humber.ca/2018-2019/17.0-ACADEMIC-MISCONDUCT

Responsibilities of the Project Leader include:

- Assigning tasks to other team members, including self, in a fair and equitable manner.
- Ensuring work is completed with accuracy, completeness and timeliness.
- Planning for task completion to ensure timelines are met
- Any other duties as deemed necessary for project completion

What we will do if . . .

Scenario	Accepted initials	We agree to do the following
Team member does not deliver component on time due to severe illness or extreme personal problem	GSS BK E.I. ZH	Team absorbs workload temporarily
Team member cannot deliver component on time due to lack of ability	GSS BK E.I. ZH	Team helps member with understanding and finishing component Team member must ask professor or teammates for reference material
Team member does not deliver component on time due to lack of effort	GSS BK E.I. ZH	Team absorbs workload to finish component Team "fires" team member by not permitting his/her name on submission Team informs the professor.
Team member does not attend team meeting	GSS BK E.I.	Team proceeds without him/her and will assign work to the absent member

	ZH	
An unforeseen constraint occurs after the deliverable has been allocated and scheduled (a surprise test or assignment)	GSS BK E.I. ZH	Team meets and reschedules deliverabl
Team cannot achieve consensus leaving one member feeling "railroaded", "ignored", or "frustrated" with a decision which affects all parties	GSS BK E.I. ZH	Team agrees to abide by majority vote :
Team members do not share expectations for grade desired	GSS BK E.I. ZH	Team votes on each submission's quality
Team member behaves in an unprofessional manner by being rude or uncooperative	GSS BK E.I. ZH	Team attempts to resolve the issue by airing the problem at team meeting Team requests meeting with professor to problem-solve if team cannot solve issue themselves Team agrees to avoid use of all vocabulary inappropriate to the business setting

Team member assumes or requests that his/her name be signed to a submission but has not participated in production of the deliverable	GSS BK E.I. ZH	Team agrees that this is cheating and is Unethical Team will submit with signature but will advise professor who will take action
There is a dominant team member who is content to make all decisions on the team's behalf leaving some team members feeling like subordinates rather than equal members	GSS BK E.I. ZH	Team will actively solicit consensus on all decisions which affect project direction by asking for each member's decision and vote Team will express subordination feelings and attempt to resolve issue
Team has a member who refuses to participate in decision making but complains to others that s/he wasn't consulted	GSS BK E.I. ZH	Team forces decision sharing by routinely voting on all issues Team routinely checks with each other about perceived roles