Product Presentation

**Stefan**

The Application is a Timeline Manager with several functions to help the user create a suiting timeline for the specific purpose. Aside from the basic requirements for functionality that was given the Timeline Manager we made has functions to zoom in and out between year, month and day view by right and left click on the visual timeline. For new users there is a help button that will open a window with information about the different buttons and how to toggle the zoom function and the event function.

To add a new timeline, the add button is clicked and a new window will open up where the user enters name of the timeline and a start and an end date, the application supports both dates before Christ and after Christ. Once the finish button is clicked the timeline is created and is visually shown to the user. If there is more than one timeline open at the same time the user can switch between the timelines using the dropdown menu.

**Indre**

To add events to the timeline, the add event button is clicked and a new window will open where the user enters name, description, start date and start time for the event. It is also a possibility for the user to create an event with duration by also providing an end date and end time. Once the finish button is clicked the event is created and is visually shown to the user. While hovering the event circle with the mouse-pointer the name of the event will show along with the duration bar if it is a duration event. When day view is open the duration events will be visualized as a bar instead of a circle.

Clicking the event shape will open a new window with information about the event and choice to modify or delete the event. If edit is clicked the editing fields will become available to the user and after clicking finish the event is updated. If delete is clicked a confirmation window shows and after clicking ok the event will be deleted and is no longer visual to the user.

**Caroline**

To save a timeline, the save button is clicked and a file chooser is shown to the user where a directory and a name for the timeline is chosen by the user. However, if the specific timeline has been saved before the Timeline Manager will save the changes of the timeline directly to the same file without opening the file chooser. The timeline will always be saved as an XML-file and the user can’t edit the extension within the file chooser.

To open a saved timeline, the load button is clicked and a file chooser is shown to the user where only XML-files can be opened, when the saved timeline has been chosen the timeline and events belonging to the timeline is created and visually shown to the user.

When the user wants to delete a timeline, the delete button is clicked and a confirmation window will show to the user, if the timeline has been saved there is an option to delete the timeline from the application with or without the XML-file. Once the user has confirmed to delete the timeline it is removed and no longer available to the user.

Project Work

**Aya**

During the project Amelie has been the Product Manager and she has had the main responsibility of updating the Change log and the Implementation plan. During the project we have had a Tester during each implementation week. The testers tasks have been to create Test-Cases, update the Test Plan and implement JUnit tests for the Implementations made during the iteration week. This role has been passed among the team members and everyone has had the role.

Before the first implementation week the team went through all the requirements and ranked them after importance, this rank was then used to decide in what order the requirements were to be implemented.

After receiving feedback from the teachers and opponent group at the seminar the team had meetings to discuss feedback and divide the tasks for the upcoming iteration week.

For each iteration there have been several internal deadlines for each task to be implemented along with code review meetings where each member gives feedback regarding the implementations made and the updated documents.

**Amelie**

During the first week we hadn’t made a design that were easy to understand, this lead to implementations that didn’t work together and we had to remake a lot of the implementations. Also we didn’t have smaller deadlines and not any code reviews. After the first week we started to have better communications with an open dialogue and meetings more often and we were making sure everyone within the team were understanding the structure of the project.

At the start of the project some of the team members had problems with using GitHub and this lead to code loss and even wrongly merged branches. Those in the team who had better knowledge of using GitHub has tried to help and teach other team members. Also at the beginning there were problems with not committing to GitHub until the code was completely finished which made it very difficult for the team members to follow the work.

During the entire project there has been some team members that didn’t show up for the meetings and did not tell the team that they weren’t going to show up, this was an issue that was discussed at team meetings. If a team member did miss a meeting another member kept him or her up to date with what was discussed during the meeting.

**Johan**

If we could do the project again we would first of all make sure that all the team members are aware of how to use the tools and dedicate more time to ensure that all the team members are on the same page regarding the structure of the implementation. We would also have small internal deadlines from the beginning of the project to make sure that all tasks are done correctly for each iteration. We would also have a bit better planning and each of the team members should have tested their own code before submitting.

Our team has worked well with the small internal deadlines and the code reviews has helped a lot while implementing. The team have also had a good team spirit and everyone wanted to help each other when they could. It has also been a good thing to have different roles and team members who are in charge of updating certain documents. The member in charge of testing has changed each week making it possible for each member of the team to be a tester.