# **4. Methodology**

The methodology we will be using throughout this project will be that of the Agile methodology – more specifically, the Agile Scrum methodology, as we have limited time and require flexibility to change parts of our project as it goes through development. This means we will have our product owner (supervisor in this case), work closely with us - the team - to prioritize what needs to be accomplished in the next ‘sprint’ (Blueprint, n.d.).

**Reference:**

Blueprint. (n.d.). Agile Methodologies. Retrieved from https://www.blueprintsys.com/agile-development-101/agile-methodologies

## **4.1 Resources**

### **4.1.1 Lucidchart**



Fig. -. (Lucidchart, 2019)

Lucidchart has been an important tool for us to use to create our diagrams, such as our ERD for our database design.

### **4.1.2 Android Studio**



Fig. -. (Android Studio, n.d.)

Android Studio’s IDE will be our main tool used throughout our conceptualization phase. We’ll be creating our application using Java, as it’s the most familiar with our developer.

### **4.1.3 Office 365**

Three programs provided from Microsoft Office 365 has been and will continue to be used throughout this project. Word will be predominantly for documentation and proposals, PowerPoint for our presentations, and Project used for the creation of our Gantt Chart – which will be followed closely for scheduling throughout the project.

A close up of a sign

Description automatically generatedA close up of a sign

Description automatically generated

Fig. -. (Microsoft, n.d.) Fig. -. (Microsoft, n.d.) Fig. -. (Stratel, n.d.)

### **4.1.4 Google Docs**

A close up of a logo

Description automatically generated

Fig. -. (Google, n.d.)

We have created a Google Docs via our group on Canvas, where we could throw up our notes throughout the project, which allowed everyone to be able to proof-read each other’s work and assess where everyone was and what needed to be done.

### **4.1.5 Photoshop**

A picture containing monitor

Description automatically generated--

Fig. -. (Fred the Oyster, 2014)

Photoshop was used only for our UI design for the application, as it provided layers that made edits a lot easier as they were required.

### **4.1.6 Messenger**

--

Fig. -. (Facebook, 2019)

Messenger is used between the team for communication purposes.

**Resources References:**

Adobe. (n.d.). Photoshop Logo [Logo]. Retrieved from https://en.wikipedia.org/wiki/Adobe\_Photoshop#/media/File:Adobe\_Photoshop\_CC\_icon.svg

Android Studio. (n.d.). [Logo]. Retrieved from https://developer.android.com/studio

Facebook. (n.d.). [Logo]. Retrieved from https://www.messenger.com/)

Google. (n.d.). Google Docs [Logo]. Retrieved from https://docs.google.com/document/u/0/

Lucidchart. (n.d.). [Logo]. Retrieved from https://www.lucidchart.com/blog/)

Microsoft. (n.d.). PowerPoint logo [Logo]. Retrieved from https://www.microsoft.com/en-nz/education/products/office/default.aspx

Microsoft. (n.d.). Word logo [Logo]. Retrieved from https://www.microsoft.com/en-nz/education/products/office/default.aspx

Stratel. (n.d.). [Logo]. Retrieved from https://www.stratel.com.au/project