Week 1

We used this week, and the initial week (week 0), to recuperate, after the submission of the first assignment most of us fell sick and had to unwind whilst we simultaneously finished off other assignments.

However, it was not unproductive, we sorted out a plan on what needs to be done in the coming weeks on a weekly basis and made a decision on what design for the webpage we should use, sticking to the assignment 2 design for continuity.

Week 2

This marked the beginning of the typing.

Rachel, Cinzia, Hayden and Gavin all began typing up their respective parts of the Assignment.

Whereas Liam begun website work and chipped away at his own typing segments.

Week 3

Similar to the week before, typing was the main goal, getting the general idea of each respective part that was split amongst the group members to complete.

Week 4

Ideas were brought up on where to progress the project idea into something more viable and intricate, with the added idea from our tutor, Anthony Clapp, to add Machine learning into our project to advance the complexity and interest factor.

Changes were made to the work to adjust to this change.

Week 5 (Submission Week)

Typed up work was concluded, posted into the Repository, and then added onto the website to construct a report with a visual appeal.

Week 6 (The future)

Initial construction of the webpage and database begin, with Liam heading the operations in this sector as these are his main strengths in the IT industry.

This includes finding ways to be able to accept inputs on the webpage and figuring ways for the database to extract and store data.

Week 7

Webpage and Database are both finished and ways to figure out how to link the two up are also started to be brainstormed and eventually sorted hopefully by the end of the week.

Early stage beta is sent out to be tested to a small group of people.

Week 8

A survey is distributed to the group of testers to find out what needs to be improved, added and changed about the webpage linked to the database.

Changes are then discussed with the group.

Week 9

Implementation of the changes and the next phase begins.

Heading the operation this time will be Hayden, this is when the programming of the antivirus takes place. Using Eclipse Oxygen and OpenAntivirus Project to being the construction of the program.

The rest of the group start researching on how to build an antivirus to learn the system used to construct the program and see what else is out on the market that is similar and others that are just regular competitors in the antivirus market.

Week 10 – Week 11

Further construction continues.

Week 12

The program is then built into and linked to the database and webpage to use the data that is stored there to function and help itself learn.

Week 13

The Program is then sent out again as a prototype to the same group of people to test the functionality of the program. A survey is also handed out again to receive feedback on necessary changes and what went well.

Week 14

Changes are made to the program and then distributed to the public as a beta again to receive a large amount of feedback and discover bugs in the system.

Week 15

Bug fixes regularly and constant updates to the program to finish it off completely.

Once finished the program is given to the beta testers for free and then charged at a cost to future buyers.

Updates persist into the future to continue progression and improvement to stay viable in the world. Adding new features but never updating to add new virus identification, at it is not needed in the program. Making updates a choice to the user.