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Technical Journal 3

Since the last journal, the team has presented our project for the midterm. Stallard gave helpful feedback, and among those gave us a few propositions:

First, he suggested we switch our focus from a user/password oriented design towards a design that instead released all the data in a feed, which anyone visiting the app/webpage could see. Our original design would only give the user a piece of the information based on their clearance. While the original idea simplifies the amount of information the user would need to sift through, Stallard’s idea decreases the actual scope of the project without compromising our initial idea and its fundamental components. The new idea also decreases the security requirements, since we will hold no actual information on the kids, thus decreasing our liability should something happen. For these reasons, the team has decided to switch our focus into the information stream idea rather than the user/login idea.

One of Stallard’s other comments was our school of choice. Initially we had gone with Maize schools, as both David and Hector went there, so we believed the administration would be more likely to accept our project proposal and work with us given their familiarity. Unfortunately, the school already has access to a similar product, and declined our request to work together. Instead, we are reaching out to schools that have less funding than the Maize schools in the hope that the less funds means less access to the technology, and a greater receptivity to our project.

The team also took another look at our language of choice. With our original idea, creating an app was our decision because an app would allow us to launch the application and give us a platform for which to launch it. Many of the people using the service would also be used to using an app, as the users are likely kids in school and their parents. Stallard pointed out that this may not allow all students to use the application if they do not have an apple device. This is not necessarily true however. Our choice in programming language, swift, was chosen because in our research, the apple development system preferred the swift language, and many helpful products were already in place for apple app development for the swift language. After a bit more research, there are compilers that will allow the use of swift for android as well, so our choice is not a bad one here either. As apple is more restrictive than android, our primary focus will stay on keeping with those requirements, then shifting and modifying anything that we will need to at the end to meet the less restrictive requirements of the open source android.