**University of West London**

**School of Computing and Engineering**

**Degrees in Computing and Information Systems**

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| **PROJECT MODULE** |  | Module Code |  | Element 3 |

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| **Assignment Title. Progress Report Form 1** |

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| Student Ref. No. |  | Submission Date Deadline Time | | | |
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| Student’s Surname.  Neves |  | Student’s Forename.  Filipe Lourenco | | | |

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| Project Supervisor’s Name. |

Please note: Work presented for the project must be the student’s own. Plagiarism is where a student copies work from another source, published or unpublished (including the work of a fellow student) and fails to acknowledge the influence of another’s work or to attribute quotes to the author. Plagiarism is an academic offence.

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| *I confirm this is my own work* | Student's signature | ……………………………………… |

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| Project title **Android Application for Football Events** |

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| Progress made since project was approved.   * Application Design (falar como vai estar estruturado) * Completion of uses cases (quais e quantos os use cases que foram adicionados) * Class Diagram, Activity Diagram in progress |

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| How does this compare with your proposed schedule of work (as stated on your Project Approval Form).  Minor changes applied:  Facam uma listagem do que foi adicionado ao projecto desde o que ficou decidido como ia ser o projecto, por exemplo:   * que use cases foram adicionados * GPS * Notifications |

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| Revised schedule of work.  20/01/2017: Functionalities are defined and platform is ready to work.  25/01/2017: Project Proposal is done.  (28/01/2017 ~ 29/01/2017): Creation of a use case document  (30/01/2017 ~ 02/02/2017): Definition of classes, their attributes, and their methods according the use case document.  (02/02/2017 ~ 04/02/2017): UML diagrams and the use case/classes revision  (05/02/2017 ~ 12/02/2017): Coding the main interface and database free elements  (12/02/2017 ~ 19/02/2017): Definition of a database that works with classes previously written.  (19/02/2017 ~ 26/02/2017): Coding of all registers and management of players and matches.  (26/02/2017 ~ 28/02/2017): Test of the offline functionalities built until now.  (01/03/2017 ~ 15/03/2017): Coding of online functionalities, as GPS and notifications.  (15/03/2017 ~ 18/03/2017): Testing of the online functionalities.  (19/03/2017 ~ 25/03/2017): The software is given to test for another users  (26/03/2017 ~ 02/04/2017): The project documentation and presentation is written.  (03/04/2017): Planned date to release on Play Store. |

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| Comments and decision (to be completed by supervisor before submission). |

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|  | Signatures | Date |
| Student (before submission) |  |  |
| Supervisor (before submission) |  |  |