Android Walkie Mesh
Project Management Documentation

by

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Version 1.0

Change Log

Version	Date	Comment
0.1	20/06/2013	Initial version with project responsibility outlines
0.2	11/09/2013	Add more detailed testing requirements and procedures.
1.0	23/10/2013	Updated and finalized.

Table of Content

1. Software development process used: AGILE

CIA made use of the agile development strategy. This type of project was always going to a lot of scope changes because the client had a general idea of what they wanted and the more they thought about the project the scope evolved - even at a late stage. The rapid nature of the agile development process allowed us to satisfy the customer by delivering useful software by delivering versions not long after the other. The waterfall method would not have been dynamic enough and it would have been time consuming to redo all the documentation after each meeting with the client.The agile development method also provides a lighter and more people centric strategy that complements android development perfectly. The project also required a lot of research and prototyping spikes that are hard to handle without a more agile methodology.

We started by doing research on android which was very easy to do. Android has a large development database with in depth information and a forum for just about any problem imaginable. We started at a point (the peerlist) from an existing repository and continued from there. We didn't try to do too many things at once, rather we focused on a functional requirement and once it worked we went on to the next functional requirement. Eventually we had an application that could identify devices on the mesh and once we could call a contact on the mesh we released it as our first version. Each version was tested before we released it (see Testing Documentation for details) and once CIA, and most importantly the client, was happy with all the functional requirements we continued to the next iteration. The non functional requirements we continually tested and incorporated in the design and architecture of the application.

2. Team Portfolio

IVAN DU TOIT

- GENERAL INFORMATION AND CONTACT DETAILS
  - Studies: BSc Computer Science
  - E-Mail: ivandtoit@gmail.com
  - Cell: 076 092 6242
  - Website: tryfinally.co.za
  - Blog: blog.tryfinally.co.za

- SKILLS
  - Focus on extensible designs
  - Strong design pattern driven
  - designs
  - Experience with large projects
  - Good Communication skills
  - Database experience

- PROGRAMMING LANGUAGES
  - Java
  - C++
  - PHP
  - Javascript
  - HTML
  - CSS
  - XML/XSLT

- OCCUPATION HISTORY
  - 2007 - 2011: Alfega Technologies
  - 2008: Started as a junior programmer working on web related projects.

- INTEREST
  - Fencing
  - Robotics
  - Probabilistic A.I.
  - Learning

ADRIAAN LOUW

- GENERAL INFORMATION AND CONTACT DETAILS
  - Studies: BSc Computer Science
  - E-Mail: adriaanlw@gmail.com
  - Cell: 082 706 3208

- SKILLS
  - Good at carrying out assigned tasks
  - Work well in a team
  - Database Design
  - Writing my own system in Java
  - Worked with database systems like: MySQL, SQL Server.

- PROGRAMMING LANGUAGES
  - Java
  - C++
  - HTML
  - Javascript
  - CSS
  - C

- OCCUPATION HISTORY
  - Creating website for Tuks Fencing club. www.tuksfencing.co.za

- INTEREST
  - AI
  - Learning
  - Creating solutions to everyday problems.

CLARK FOURIE

- GENERAL INFORMATION AND CONTACT DETAILS
    - Studies: B. Information technology
    - E-Mail: gacfourie@live.com
    - Cell: 082 886 6377

- SKILLS
    - Databases
    - Net Centric computing
    - Mathematical problem solving
    - Good communicator

- PROGRAMMING LANGUAGES
    - Java
    - C++
    - HTML
    - CSS
    - XML
    - JQuery
    - Javascript

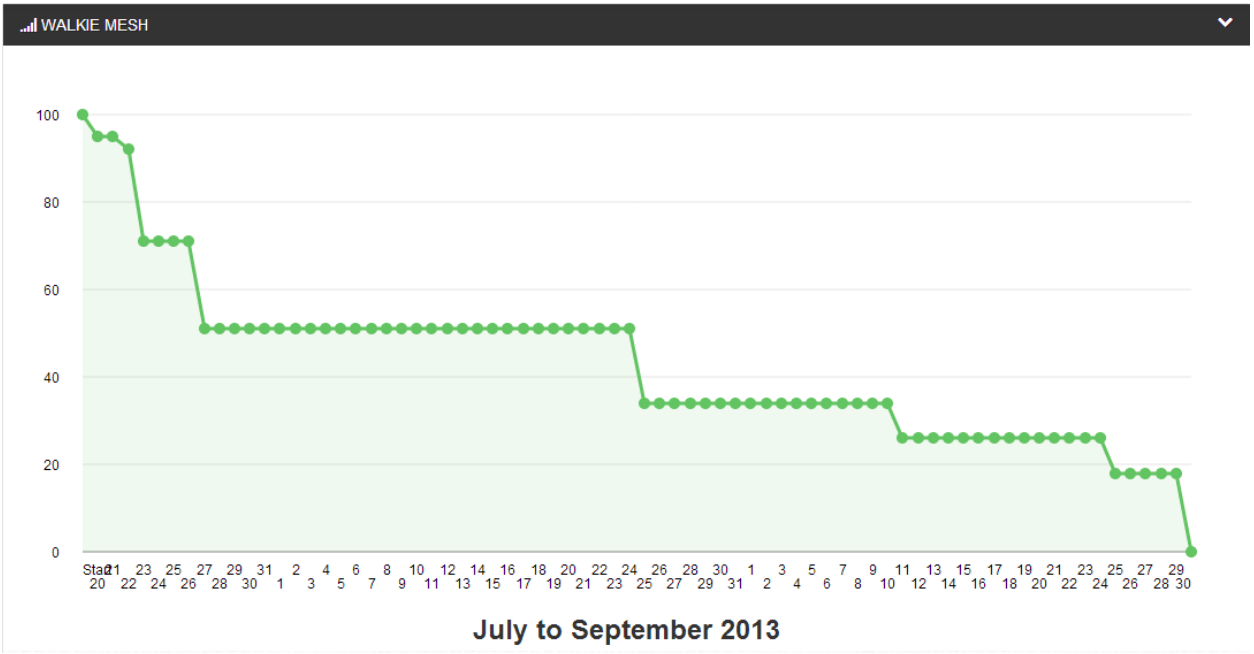
- OCCUPATION HISTORY
    - Creating website for Apples with Apples
    - TUKS Sport database

- INTEREST
    - Sport
    - Mathematical problems
    - Reading

3. Issue Management

As a group of individuals and students of TUKS we have all worked on multiple group projects and one element that resonates through all of them is communication. Good communication can be the difference between a successful project and a mediocre one. Early on we established a policy where communication takes place in an open minded manner and once an issue has been brought up and resolved we put it behind us and never bring it up again. To help with this we set up multiple ways of communication for example a whatsapp group for anytime communication, a trello board for ongoing information about tasks and responsibilities and a skype group where we could communicate in real time.

4. Project status



5. Future expansions and improvements.

- Expand the application to be able to incorporate or at least partially support Wifi - direct instead of requiring IBSS.