Final Presentation



Life Reminders 3/8/2015

Off By One

Team Members:

Jayden Navarro (Product Owner)

Kevin Cheng (Scrum Master Sprint 1),

John Gemignani (Co-Scrum Master Sprint 2),

Alex Gonzalez (Scrum Master Sprint 3),

Josh Innis (Co-Scrum Master Sprint 2)

Final Presentation - Overview



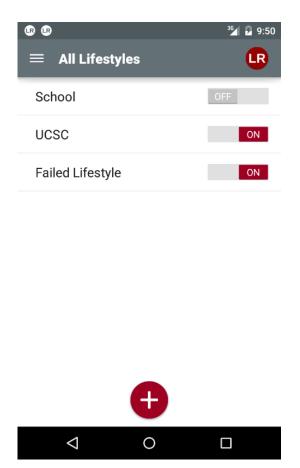
- An Android reminder app that allows customizable groups of reminders (Lifestyles)
- Different notification styles for reminders (sound, vibrate, multiple times a day, different days a week)

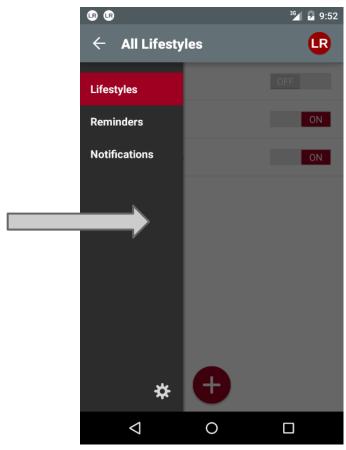
Final Presentation - Overview



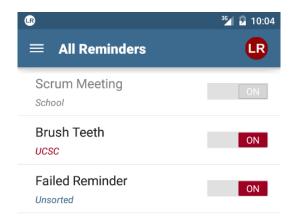




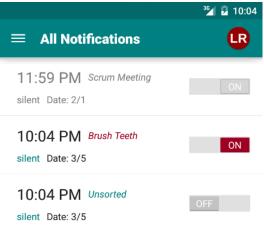














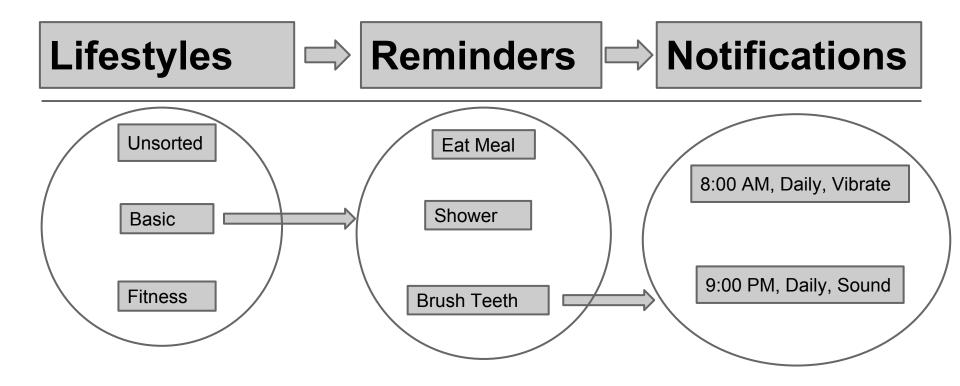




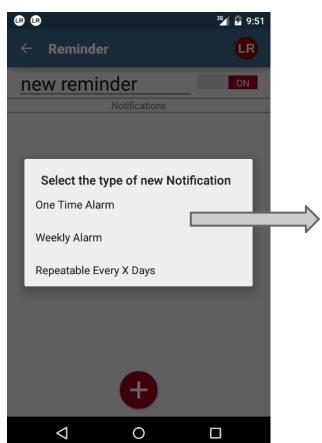
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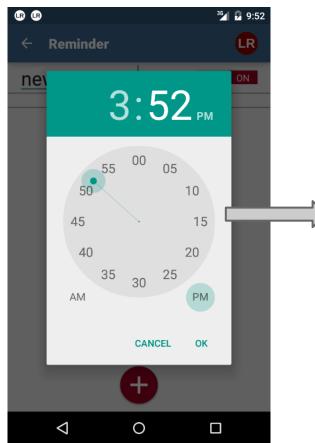
Final Presentation - Overview

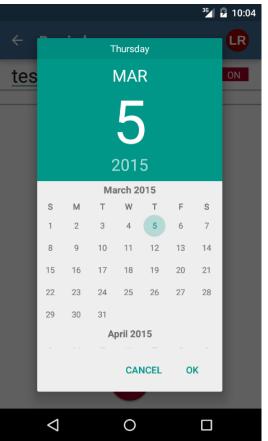




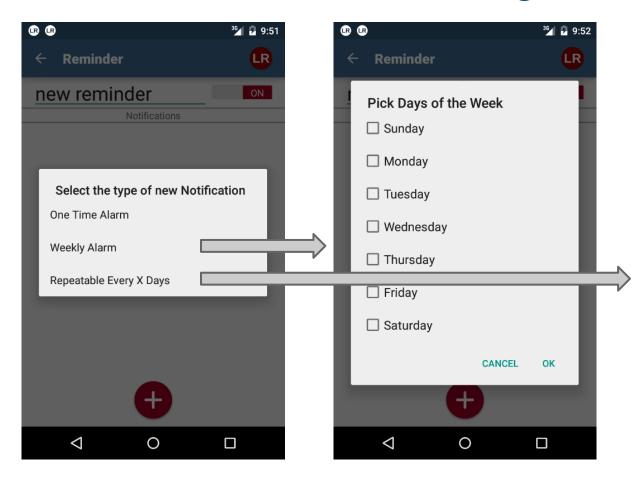


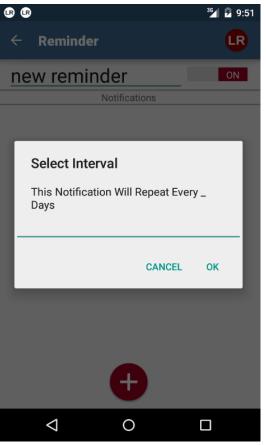


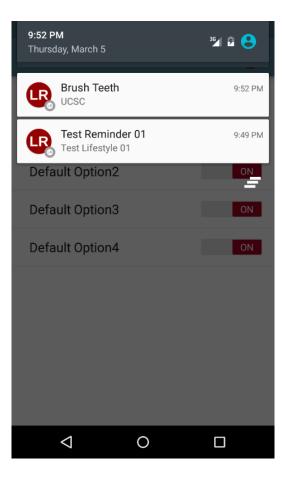














Final Presentation - What We Learned



- The design process never stops
- Communication is key
- Organization and documentation saves time in the long run

Final Presentation - Goals



- Create a polished Android application (✓)
 - Consistent UI theme, color scheme
 - Stable
 - Clean and easy to use UI/Navigation
- Focus on good design over quick coding (✓)
- Learn how to use built-in Android features (✓)
 - Alarm Receiver/Boot Receiver
 - Push Notifications
 - Array Adapters, Fragments, Navigation Bar, Action Bar

Final Presentation - Challenges



- Communication
- Steep Android learning curve
- Working as a team, not as individuals
- Getting used to Git; encountering merge conflicts
- Clashing of Strong Wills

Final Presentation - Management Techniques



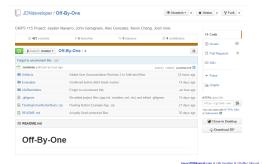
- GitHub Issue tracker to assign tasks
- Google Drive to share and edit documents
- SCRUM Meetings to check-in about progress
- Google Hangouts to coordinate quickly
- Module Allocation
 - Assigning classes and parts of the app to specific people

Final Presentation - Technologies



- Programming Languages
 - Java and XML
- Development Environment
 - Android Studio
 - GitHub desktop app
- GitHub Issue Tracker
- Google Hangouts (group messaging)
- Google Drive (editing artifacts)
- Adobe Creative Suite







Project Home	Dounloads	Issues	Java objects and vice-versa Source		
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Starred by 3134 users Project feeds					
Code license Apache License 2.0		84 2			
Labels json, java, gson, serialization, serializer		There are a few open-source projects that can convert Juva objects to 350M. However, most of them require that you place Juva amenations in your classers; concerniting that you cannot def if you of not have access to the source-code. Most also do not fully supplied use of Java Generics. Given considers both of these as very important design goals.			
marshall, marshaller, convention, converter, Google		Geon Goals Provide simple taUsen() and from Jose() methods to convert Java objects to JSON and vice-versa			
Members inder123 per leht hilligmail.com lengtight 1 connection		Allow pre-existing unmodifiable objects to be converted to and from JSON Extensive support of Java Generics			
		 Allow custom representations for objects Allow charteriely complex objects (with deep inheritance hierarchies and extensive use of generic types) Georg Downhaufs 			
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inka		Geom 2.3.1 downloads at Marven Central			
External links		Geon Documentation			
Janadoc User Guide		Geon API: Javadocs for the current Geon release			
Roadmap		 Goon user guide: This guide contains examples on how to use Goon in your code. 			
Groups Discussion Group for Gso		• Gst	on <u>Boadmap</u> : Details on upcoming releases on <u>design document</u> . This document discusse or Java libraries that can be used for Json co	is issues we faced white designing Oson invention	It also include a comparison of Gson
		Please	use the google-goon Google Group to discuss	Gson, or to post questions.	
		Geom-related Content Created by Third Porties			
			n Tutorial by StudyTrei 1s		

Final Presentation - What Worked



- GitHub version control; issue tracker
- Tri-Weekly SCRUM Meetings
- Communication through Hangouts
- Collaborative document editing through Drive
- File "possession"
 - A file generally had one owner who was responsible for it
 - Helped avoid merge conflicts

Final Presentation - What Didn't Work



- Rotating SCRUM Master's
- SCRUM Board (we preferred the issue tracker)
- Issue tracker at times got out of hand
- Chat was ineffective if messages were missed after a long period of time

Final Presentation - What Was Not So Fun



- Learning Git
- Running into Android bugs
 - o Problems that were built-in to the OS
- Needing to ask everything on Stack Overflow
 - You could rarely intuitively know how to solve a problem
- Getting in arguments
- XML...

Final Presentation - What Was Fun



- Working on a team where everyone wanted to create a good product and was willing to work hard
- Messing around with Android layouts/UI
- Learning good Android Design

Final Presentation - What Was Fun cont.



- Freedom to choose project
- Working collaboratively as a team on a project
- In person meetings
- Familiarity and comfortable with language chosen

Final Presentation - Accomplishments



- Made a fully functional Android app
- Implemented all of our primary features
- Learned to work as a team
- Learned good software development techniques (mostly through trial and error)
- Created thorough documentation

Final Presentation



Questions?