1. **Team Name:** !Failing
2. **Team Leader for this deliverable:** Feiying Zheng
3. **Team Members:** Kevin Cadavillo, Jack Wu, Jake Zhou
4. **Meetings:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Time-date** | **Attendees** | **Agenda** | **Action Items (who will do what)** |
| 10/23/2019 | All | To assign each team member part of the UI to work on in Android Studio | We will meet up to discuss the UI design sketches, make any necessary adjustments, write down all the screens we need to create and assign each person to a screen(s).  Jake will create the initial project file and add it to GitHub. |
| 10/26/2019 | All | To discuss the progress that each team member has made so far in the UI implementations and resolve any problems that have occurred. | We will meet up to make sure everyone’s Android Studio is installed/updated properly and show each other what we have accomplished so far. We will then discuss what colors our UI will have, how the user will navigate from screen to screen, what is the best way the user should input data, and when we should display popups/alerts. |
| 10/28/2019 | All | To review the screens that each team member has implemented and determine what else needs to be added. | We will meet up to look over the UI screens, address any problems that we have, and discuss what else needs to be added to the UI and whether we need to change anything.  Kevin will write down the tasks that need to be finished before our next meeting. |
| 10/29/2019 | All | To finalize our UI designs and prepare for the demo. | We will hold a digital meeting to make sure our UI is displaying and navigating properly. We will then prepare for our demonstration by discussing the design principles in our UI and any conclusions we have made about the UI design. |
| 10/30/2019 | All | To further prepare for the demo | We will meet up before class to go through our UI design and how we are going to present it. |

1. **Weekly Time Logs:**

|  |  |  |
| --- | --- | --- |
| **Person** | **Total Time in minutes** | **Tasks** |
| Kevin | 540 | -Implemented “Registration” screen along with transition to “Edit Courses”  -Implemented “Edit Courses” screen  -Implemented “Match” screen along with transition to “User Profile”  -Implemented “User Profile” screen |
| Jack | 180 | -Implemented “Homepage” along with transition to “Matches Page”  -Implemented “Sessions Page” along with “Rating Page” |
| Feiying | 840 | -Implemented “Chats”, “Chatbox”, and “Setup Study Session” screens.  -Created list of chats (vertical scroll) and list of matched students (horizontal scroll) in “Chats” screen.  -Created “Block Student” dialog in the “Chatbox” screen.  -Created “Select Time,” and “Select Date” dialogs in the “Setup Study Session” screen.  -Wrote the team report |
| Jake | 620 | -Set up Android Studio Project in Repository as well as its folders  -Created the Login Screen  -Implemented a Navigation Menu and added its listeners to each activity  -Created the Logo and general aesthetics of the app  -Reviewed each page of the app and edited the XML to be more aesthetic (extensive work on Rate Session and minor work on user\_profile, home, study sessions, etc) |
| **Total Time:** | 2,180 |  |

1. **Issues:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Issue Number** | **Discovery Date** | **Resolution Date ( Est. – Act. )** | **Responsible Person** | **Description (Prob / Resolution)** |
| 1 | 10/26/19 | 10/26/19 | Jake | Merge conflicts occurred due to multiple people editing the AndroidManifest.xml file. Jake found the conflicts and resolved them. |
| 2 | 10/27/19 | 10/27/19 | Kevin | After Kevin pulled the updated files into Android Studio, the preview for his UI designs seemed to be broken, and all the components that he added had warnings about missing attributes. Rebuilding/Syncing, and restarting Android Studio did not solve the problem, but after reinstalling Android Studio, everything seemed to be working fine. |

1. **Files and repository locations:**

|  |  |  |
| --- | --- | --- |
| **Filename** | **Location** | **Contents** |
| Team Report UI Design | <https://github.com/JZhou717/Study_Buddies/tree/master/Deliverables/UIDesign> | Team Report |
| Study\_Buddies folder | <https://github.com/JZhou717/Study_Buddies> | UI Mockups |

1. **Plans for Coming Week:**

We will learn more about class diagrams and each of us will start thinking about the classes that our system will need. We will then meet up to discuss and identify the classes and create the class diagram for the next deliverable.

1. **Comments:**

**Engineer 1:** Kevin

For this deliverable I implemented the register screen, edit courses screen, match screen, and user profile screen. It was rewarding to learn more about how to use Android studio and develop a UI for an Android application (in particular I learned about activities and how the relation between the Java activity classes and the corresponding xml files). On the other hand, it was very frustrating dealing with issues setting up/updating and ultimately uninstalling/reinstalling Android Studio, which took quite a lot of time (over an hour was spent doing this). This stalled my ability to start working and in my first sitting of working on this deliverable I did not get even one whole screen done. From this I learned that I need to block off more time for setting up tools needed for the project. This deliverable also required much communication for our team to figure out how to structure our UI, so I also learned how to communicate disagreement and listen to others’ point of views.

**Engineer 2:** Jack

This week, it was my responsibility to implement the “home” page, sessions page, and rating page for our application. Throughout the process I found it refreshing to program an Android application again. It was definitely interesting picking back up on some of the things that I once knew but had forgotten. I found this deliverable to be the most engaging and interesting one of all the deliverables we have had so far. Furthermore, I found it quite challenging to create the User Interface for our application without really going into much detail of the implementation. Much of the process seemed to be figuring out a way to represent the UI without actually implementing a decent chunk of our classes and objects. However, I do think that this approach will give us a better overall understanding of how we want our application to be structured and make our lives easier down the road.

**Engineer 3:** Jake

Because I pursued web design and graphs throughout high school, I was really excited to work on this aspect of the app. I applied what I knew about simple, good aesthetics to designing the overall look of the app as well as formatting certain pages to be more accessible, user friendly, and uniform. This meant I was doing some minor tasks like adjusting text sizes, adding padding to pages, and changing icons and also more extensive tasks like restructuring the entire XML of some pages so they don’t have text just text floating on the top left of the page. I was able to refresh myself with some skills like Illustrator and Android Studios. Not only did I hone skills I already have, I also learned new ones such as creating the navigation menu. I was able to learn a lot more about how Android works beyond the simple two page Chess App I made last semester. I believe I did a good job of keeping my team updated on every step of my process. As I was working on features that span the whole project, I made sure to coordinate carefully with my team so that we would not have any conflicts on our code files. The only thing that I felt I could have done better this week was to take on more responsibility when we were assigning tasks to each team member. When we distributed the tasks, we had assumed everyone had the same amount of work to do, yet when I saw the complexity of some pages like the Chat section, I tried to step up by taking on other roles like creating a simple logo, fixing unappealing pages, and adjusting XML and code so that everything had a unique, descriptive ID, sections where clearly labeled, and other maintenance stuff.

**Engineer 4:** Feiying

I created some UI sketches a few weeks ago to help with our initial specifications. I updated the sketches since our specifications changed and shared it with my teammates. I thought about the different ways that a user could input information, and I think presenting them with a list of options to select from will greatly reduce the amount of bad inputs that the system will have to take care of. I created a drop down filter option so that the user can select whether they want to filter chats/matches by name or course. I added a date picker and time picker so that the user can just tap on the date and scroll to the time instead of manually inputting them when they set up a study session. I also made sure to keep the colors for my screen consistent with the other screens. We were all working on different screens, but it was still very important for us to update each other on when we are about to push changes into the repository. When we first started working on it, we encountered a couple of merge conflicts. But we were able to resolve them, and we have reduced the amount of conflicts by communicating more frequently about when we are planning to work on the project, when we are going to push, and if one of us needs to change something in another member’s files. From this deliverable, I learned about how to design the UI so that it looks consistent, simple, and easy for the user to navigate and use. I also further see the importance of frequent communications with the team members since it will reduce conflicts and the amount of time spent fixing those conflicts later on.