

PROJECT

CAB302 – SOFTWARE DEVELOPMENT



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# Weekly Progress Report

Week 1: Object Oriented Programming in Java

* In practical we completed these exercises: hello world, debugging a summation program, footy score, shapes, and a superhero class hierarchy. Our homework for this week was to start on the first iteration of a task that involves creating a program to assist agents in planning access missions by avoiding obstacles such as guards, fences, sensors, and cameras. The application takes inputs from agents via command line arguments and outputs a 2D map showing the obstacles and the agent's path from the start to the target location. We implemented the parsing code for handling the command line parameters in the first iteration.

Week 2: Collaborative Programming

* In week 2, practical focuses on git repositories. In the activities, we learned how to set up the remote repository, develop a list application, setting up the project, working and merging branches. In this week's homework, we did iteration 2, where we implemented the guard obstacle and created the map.

Week 3: High Performing Teams

This week's practical focuses on understanding team behaviours. We analysed scenarios as a group, which helped the group understand what steps to take if something went wrong and how crucial communication is in preventing difficulties during team projects. During the practical, we also formed a team for this project. In week 3, our homework was to write the code to discover the path from the starting point to the target (end) point. In terms of the group work, we spent this week making weekly progress reports, discussing ideas and continuing on with homework.

Week 4: Graphical User Interface

* In week 4 practical, we created an address book application using JavaFX. For the homework we implemented the fence, sensor, and camera obstacles for iteration 4. We used this week to catch up on any homework and practical activities remaining. The group also started working on the project brief and requirements.

# Project log

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| --- | --- |
| Team Member | Work |
| Aparna | * Completed homework for weeks 1 to 4. * Wrote week 2 progress report. * Contributed on the requirements (mood tracking idea). |
| Harnoor | * Completed homework for weeks 1 to 4. * Wrote week 3 progress report. * Contributed on the requirements (journalling). |
| Alex | * Completed homework for weeks 1 to 4. * Edited week 3 progress report. * Wrote project brief. * Contributed on the requirements (reminders and customisation. |
| Eric | * Completed homework for weeks 1 to 4. * Wrote week 1 progress report. * Contributed on the requirements (authorisation and mood logging. |
| James | * Completed homework for weeks 1 to 4. * Wrote week 4 progress report. * Contributed on the requirements (providing advice, data visualisation and calendar view). |

# Project Repository

This is the link to the project repository. It also includes each team members homework.

[Jamozzles/CAB302\_Group (github.com)](https://github.com/Jamozzles/CAB302_Group)

# Project Brief and Requirements

The mood tracker app is a Java-based application designed to help users track their daily moods and gain insights into their emotional well-being over time. Users can use this application as a journal or diary to express themselves. Mood tracker also provides advice to promote positive wellbeing.

**Requirements:**

* User Authentication: Users can create an account or log in to access the app's features.
* Mood logging: Users can log their mood for each day using a rating system. Notes can also be added to provide context for their mood entries.
* Journaling: Users can write notes on how their day was just like a diary.
* User profile
* Callender View: Users can see their mood entries for each day, in a calendar view.
* Data Visualisation: Users can see some visualisations such as graphs or charts of their mood trends over time.
* Providing advice
* Reminders: Users can set reminders to log their mood at specific times during the day. Users can also get positive quotes notifications to improve their emotional wellbeing.
* Customisation:Users can customise the appearance, including themes and colour schemes.