Realised the initial plan I made was closer to a waterfall approach. Did a reworked plan using an excel template that is split down into releases with each release having 4 sprints.

04/11/2019

LOGIN

Created initial single page setup

I used jquery mobile and jquery to create a single page setup. I had a number of issues getting jquery mobile to work with new version of jquery I have reverted to an older version for now. Will concider updgrading if I come across functionality I need. Page candy can be done using jquery mobile.

Made the login authenticator redirect to a login page instead of a popup as the popup UX on mobile is not very good

Notifications

Created a set of custom elements to allow notification data relating to the user to render. This is current unordered and will show every notification ever.

Intially had an issue with getting connection call-back to fire, this was a problem because I had misnamed the element registered to the custom registry. Found out I can use attribute change call-backs to modify displayed data on elements. This is particularly useful when dealing with asynchronous calls, like the promised used by firebase.

Created team invite accept mechanic to add new teams to the users own team collection. This will potentially be an issue when doing permissions. The user needs access to team data in order to add a reference in there own collection, permission may be achieved by adding a user reference in the team data someone to check against.

05/11/19

Meeting with Jarod confirmed I am on the right track with planning. Raised concerns of implementation without proper design. After I have proven that some of the higher risk elements of this release are possible I will review and enrich wireframes and use cases previously done