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Introduction

this is where the project and group is described.

Requirements

2.1 Understanding of requirements

After first meeting with the customer we were told that we should not create a requirement specification right away because of the way that the customer would like to work. The customer favours agile methods where the specification changes as we go along, and hence makes it difficult to write that much about. But, from the project description we have that the students (we) will develop:

- A model of physical movements based on common movement sensors found in Android smart phones.
- An Android content provider that stores and makes available the data in this model through an API (content provider API).
- An example application that can visualize this data.

Our first requirements is to create scenarios for the overall product and paper mockups of the example application.

Alternative solutions

Here we describe possible solutions to fulfil the requirements.

Project Management

4.1 Development process

The Customer wanted to give the developers small tasks from week to week, which resembles a inkrementall system development method. In the first week the developers were given the task to make a mock-up of the project. They were later on asked to develop a prototype og the mock-up. It was decided by the developers that they would have online meetings twice a week and an offline meeting once a week. The working hours was set to not less than 20 hours a week, but the developers was free to choose when to work themselves.

4.2 Team Roles and Organization

A description of your team organization - Roles and responsibilities,

Development Environment

5.1 Code-sharing

Github was demanded by customer

5.2 IDE

What development tool were used (), and we used eclipse because there was many tutorials and add-ons for android development.

Implementation

6.1 Plans

How we implemented the project, with plans and likely a week-by-week description.

6.2 Results

Plans and results should be included here.