Check-in 4

The Pirates

1. Start introducing:
2. Who we are? Names?

* Robert, Ryan, Rand, Reagan

1. Why pirates as name?

* Just for fun: ask this question!

1. Talk about project briefly:
2. What is the project?

* DIY energy saver project application. This application has few projects that users can instantiate to see if they will save on their energy bill

1. Who is the client?

* Retired engineer that wants an app that tracks DIY energy saving projects for users around their residence

1. What are our user stories?

* As a user, I’d like to have the program help collect data, make basic calculations, and help weigh costs versus benefits for smaller sized projects so I can make the best financial decisions(\*\*\*).
* As a user, I’d like to have the option to make several possible projects and choose between them to find the one which best fits my budget.
* As a user, I’d like for the program to have some sort of bill estimator built into it to help me forecast my potential monthly savings (didn’t make it).
* As a user, I’d like for the program to be portable and usable on multiple devices for easy access on the go (Robert wants this point).
* As a user, I’d like for the program to have some sort of export capability so I can save my files for later use and hand them off to possible contractors (Robert wants this one as well).
* As a user, I’d like for the application to be accessible without a data connection while using it from a mobile device for ease of access (Robert wants this).
* As a user, I’d like for the program to able to let me edit current projects for small changes or errors I could have made in the initial setup.

1. Detail the project with who worked on what?
2. GUI
3. Demo the GUI (Robert)
4. Skip Login.
5. Show homepage tutorial.
6. Create a project.
7. Show home screen and summary page for the project.
8. Log out.
9. Import data with more users and projects.
10. Log into one.
11. Show a homepage with multiple projects.
12. Choose choose a project and compare it to another.
13. The end.
14. Go through pages’ design

* Start up – login: we have user name and email as info from user
* Home : for new users, it introduces the program. For returning users, you will see a graph of old projects
* New Projects: make new project of six types
* About: information about the developers
* Edit user: edit the user profile

1. Give reasons for design choices

* Something something

1. UML (Ryan maybe??)
2. Bring up diagram and talk about the reason why we have designed it the way it is. Talk about how things changed from the original diagram
3. Testing (Reagan??)
4. How testing is done
5. Why testing is done/not done for some parts
6. What are the problems we ran into
7. Debug and wrapping up
8. How did we solve problems (talk about animation)
9. Old vs new program
10. What did we do for unsolved problems
11. Wrap up with questions/comments/concerns regarding the project (one of us??)

The group picture:

