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| **Week** | **Individual Goals** | **Weekly Outcome** |
| 1 | * Everyone: start research into their section of the report * Everyone: think about visual components for the app * Everyone: think about artefact ideas | Assign individual tasks and everyone understands assignment criteria |
| 2 | * Everyone: finish at least one section in the report * Bryce, Daniel, Rhiannon and Hannah to complete script * Noah to design visual elements | Write script for draft scenario, have an idea of how storyboard will look, and everyone to have made progress towards report |
| 3 | * Bryce: get familiar with Android Studio IDE * Daniel: research into other tools and platforms available for app development * Noah: draft storyboard with given script * Rhiannon: research competitor apps * Hannah: research users and reviews/ ratings * Everyone: write another section of written content and discuss video presentation | Complete storyboard, familiarize with tools available, market research, and getting a start on video presentation |
| 4 | * Bryce & Daniel: trial different tools and platforms for app development, get started on artefacts * Noah: complete report on the plans of the project development and outcome expectations * Rhiannon: work on artefacts and research which functions on other competitor apps should or should not be implemented for our project * Hannah: complete report on current stages of the project plan and future deadlines * Everyone: to make sure all their sections are close to completion | Dive deeper into details for app functions, some artefacts completed, and everyone is close to finishing written components. |
| 5 | * Bryce: work on GitHub and design report, work with Daniel and Noah to further app in Android Studio * Daniel: draft the code for app interface reactions from user instructions * Noah: draft the mobile app interface and work with Bryce for design elements of web page and written report * Rhiannon: complete report on the team careers and skills to pitch this project * Hannah: research the potential risks about this project through case studies * Everyone: complete written components | Draft the interface, including app reactions and complete report draft |
| 6 | * Everyone: finalize their sections in the report * Everyone: take part in reviewing each other’s works * Everyone: take part in completing the artefacts and video filming | Finalize report with artefacts and website |
| 7 | * Everyone: different coding platforms, pricing and offers available * Bryce, Rhiannon & Noah: consult with mobile app developers to begin our project | Use coding platform to develop the app |
| 8 | * Bryce, Daniel & Rhiannon: customize the coding completed by professional developers according to project * Noah & Hannah: research, design and develop online forum to heighten user interaction | Customize the coding and create the online forum |
| 9 | * Everyone: contribute to a colour theme * Bryce, Daniel & Noah: design icons and review each other’s work to see if they are easily understood * Rhiannon & Hannah: choose specific words and languages to be used within the app | Design each icon and decide on the language used |
| 10 | * Bryce & Noah: create mock-up defining the user flows * Daniel, Rhiannon: start developing a prototype * Hannah: research into what designs work or don’t work for other workout apps | Create a mock-up and start developing a prototype |
| 11 | * Everyone: complete their section of designs * Everyone: review interface design principles and apply them to their relevant sections | Design the user interface |
| 12 | * Bryce & Hannah: Consult with mobile app developer to design security features for the app * Daniel: Research and write user policy for Google Play app store * Rhiannon & Noah: Review policies, copyright laws, and other legal documents to ensure we have covered all bases | Research and implement security features and ensure all policies and guidelines have been followed |
| 13 | * Bryce & Rhiannon: Use “Snowballing” on social media to find users willing to test our application and provide feedback * Daniel & Hannah: Develop and implement a feedback survey for our application to be delivered to testers * Noah: Use emulator on Android Studio to test and debug application (trying everything possible to make it crash) | User testing and feedback |
| 14 | * Bryce & Hannah: Review user feedback and create a list of recommended changes * Daniel & Noah: Prioritise changes from user feedback and implement/change application in Android Studio * Rhiannon: Test and debug application to ensure new features and changes work correctly | Apply user feedback and apply changes |
| 15 | * Bryce, Noah & Rhiannon: recruit users for second round of beta testing * Daniel & Hannah: script writing for the testing and modify previous feedback form as required * Everyone: take part in the running of the beta test | Beta-Testing |
| 16 | * Bryce: Finalise application and upload to Google Play Store * Daniel & Hannah: Find potential investors * Noah & Rhiannon: Write a script for a pitch to the investors and deliver speech/presentation to investors Daniel and Hannah have found | Make a pitch |