Final Report
Walk-in Clinic Service App

SEG2105 - Intro to Software Engineering

Fall 2020

School of Electrical Engineering and Computer Science
University of Ottawa

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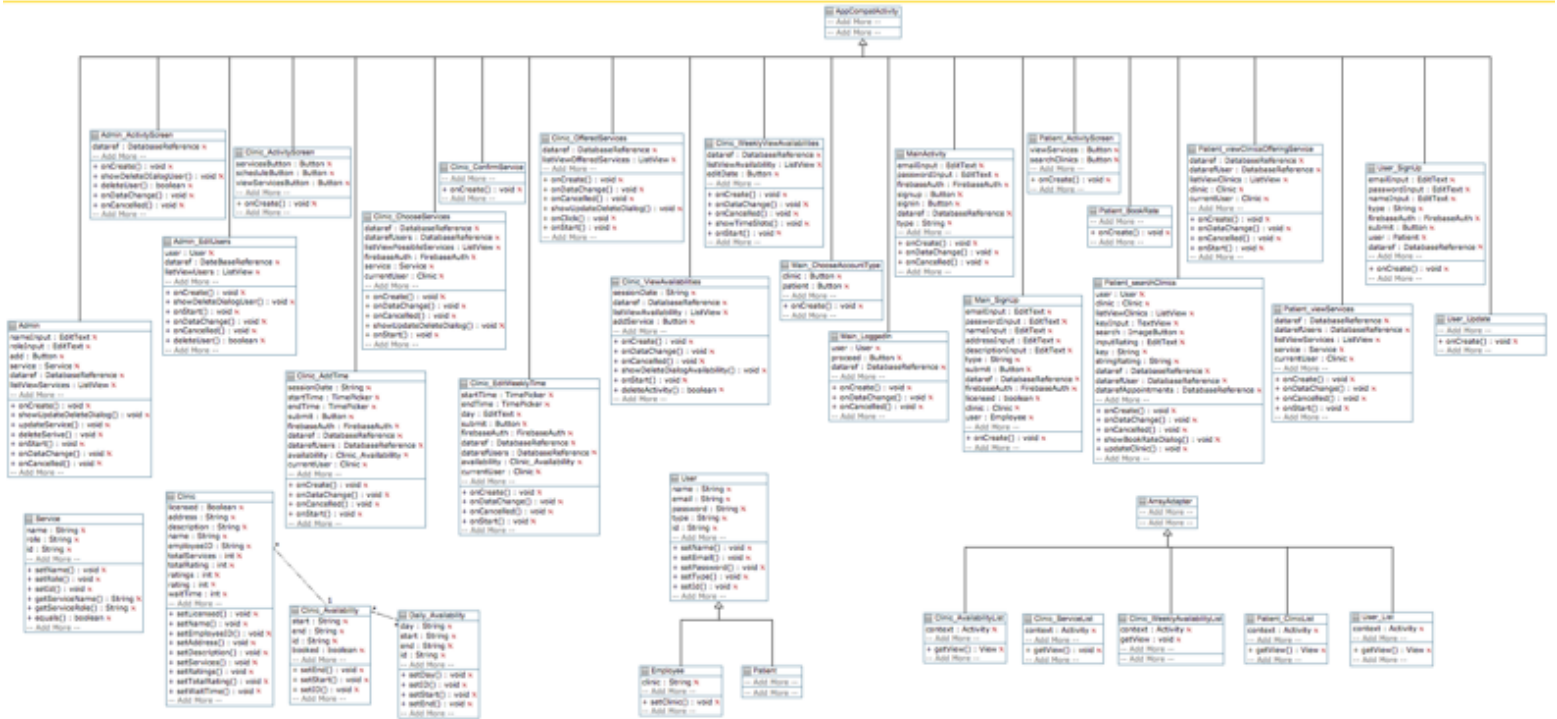Tanner Buchanan, 300070059

Aiden Bradwell, 300064655

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Introduction

Under the team name of *Pear Studios*, the walk-in clinic project was made in a group of 5 students. This report includes the final UML diagram, a chart containing individual contributions, the screenshots of all the app activities, and a summary of lessons learned during the project.

The project consisted of four separate deliverables as well as a final presentation of the application created. The app was developed with the main focus of providing service to people by allowing them to search nearby walk-in clinics along with the access of viewing clinic waiting times. Users can furthermore determine which services nearby walk-in clinics offer, and allow them to book appointments with the clinic accordingly.
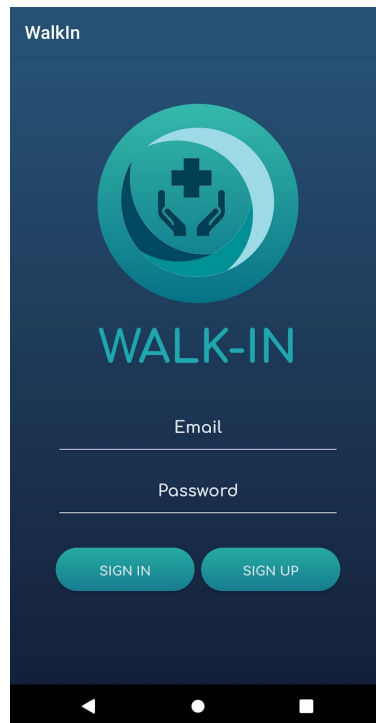
UML Diagram

Contributions

Deliverable	Contributions				
	Aiden	**Logan**	**Jonathan**	**Lilian**	**Tanner**
1	● Created walk in employee account ● Create patient account ● Created a single admin account	● Firebase setup ● Created walk in employee account ● Created patient account ● Created welcome screen ● Created single admin account	● UML diagram ● Created walk in clinic employee account ● Created patient account ● Created single admin account	● UML diagram ● Created walk in clinic employee account ● Created patient account ● Created single admin account	● Created walk in clinic employee account ● Created patient account ● Created single admin account
2	● Adding, editing and removing services ● Deleting employee and patient account	● Adding , removing and editing services ● Deleting employee and patient account	● 5 Test Cases ● UML diagram	● UML diagram	● Adding, removing and editing services ● Deleting employee and patient account
3	● Profile information ● Adding services to profile	● Clinic working hours and dates ● Profile information ● Adding services to the profile	● Unit test cases ● Clinic working hours and dates	● UML diagram ● UI changes, new logo ● Clinic working hours and dates	● Unit test cases
4	● Rewriting: adding, editing and removing services ● Deleting employee/patient accounts	● Changed App icon ● Searching for clinic ● View waiting times and booking appointment	● Final report ● 10 test cases	● Final Report ● UI changes and upgrades ● UML diagram	● CircleCI ● Ratings by comment and scale

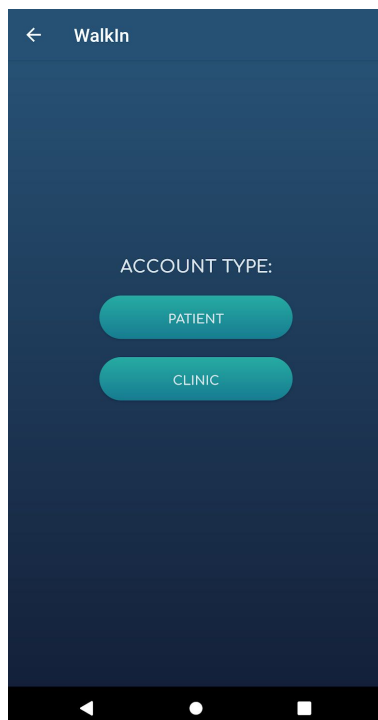# Screenshots

Main Activity (Home page)

CREATING ACCOUNTS:
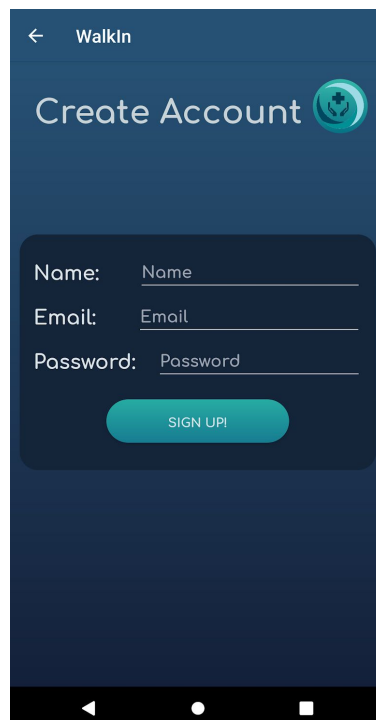
**Sign Up Activity
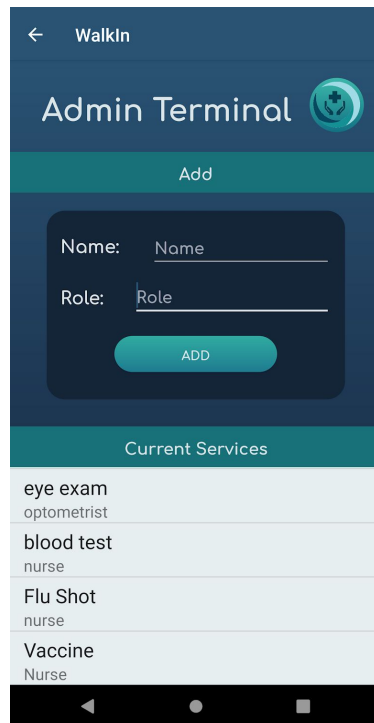(Choose Account Type)**
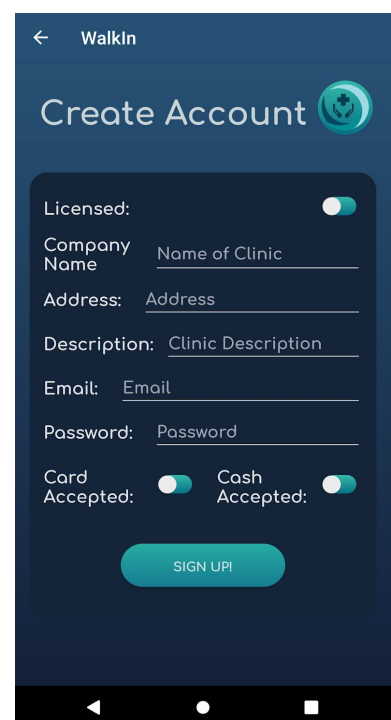
**Patient Sign Up
(Create Patient Account)**

**Clinic Sign Up
(Create Clinic Account)**
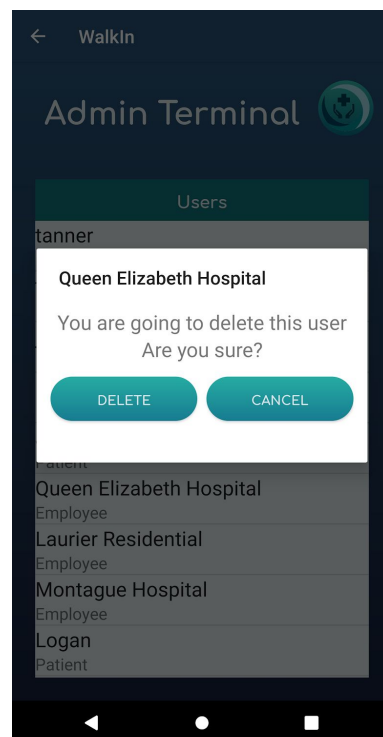
ADMIN:
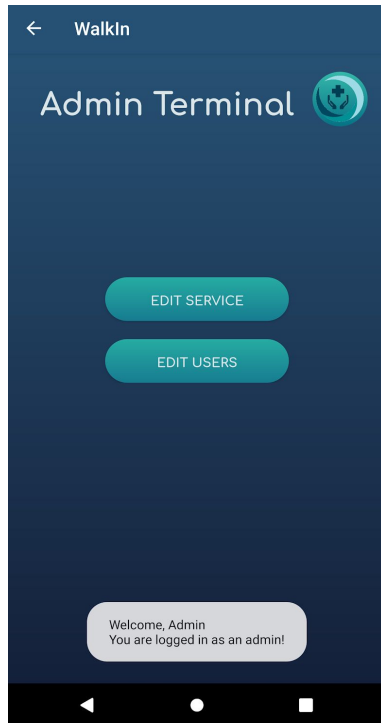
Admin Activity

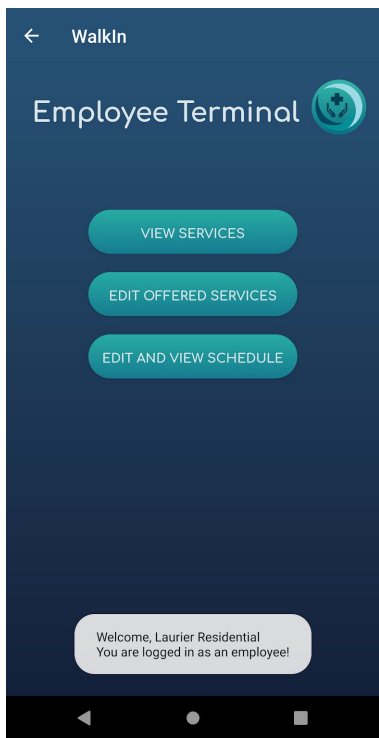**Edit Service Activity**
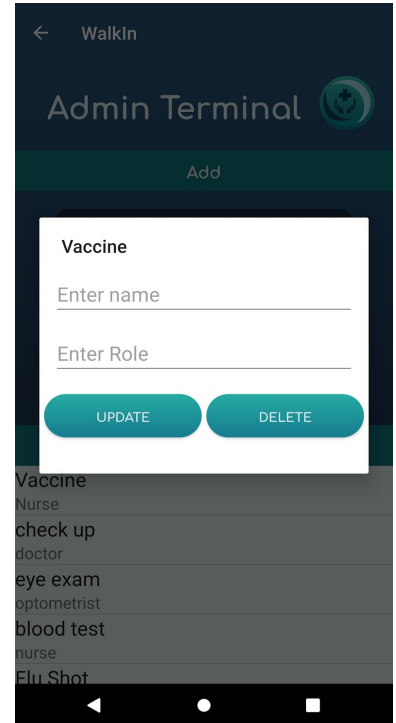
Edit/Delete Service
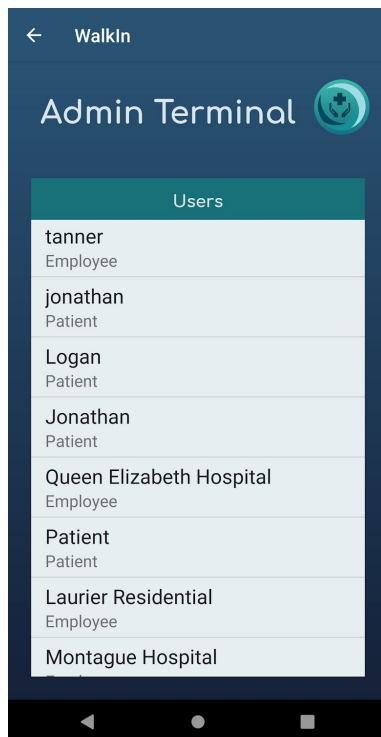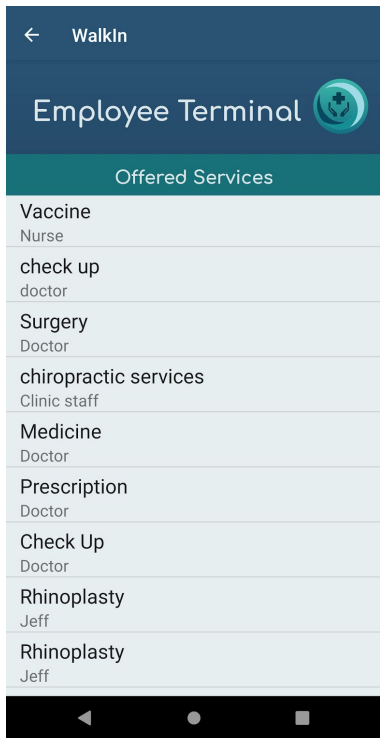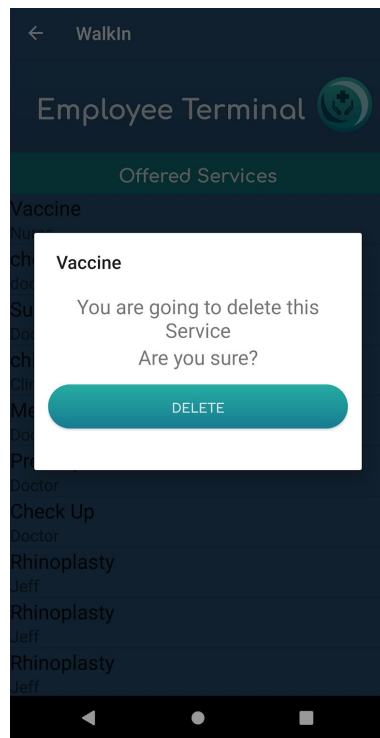

Edit Users Activity

Delete User

CLINIC/EMPLOYEE:

Clinic Activity

View Services Activity

Delete Services
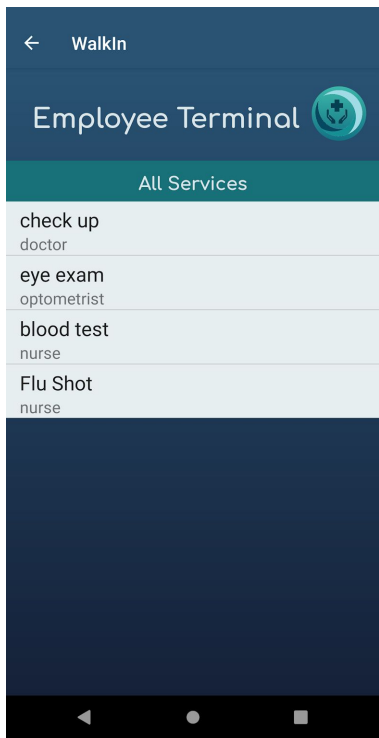
Edit Offered Services Activity
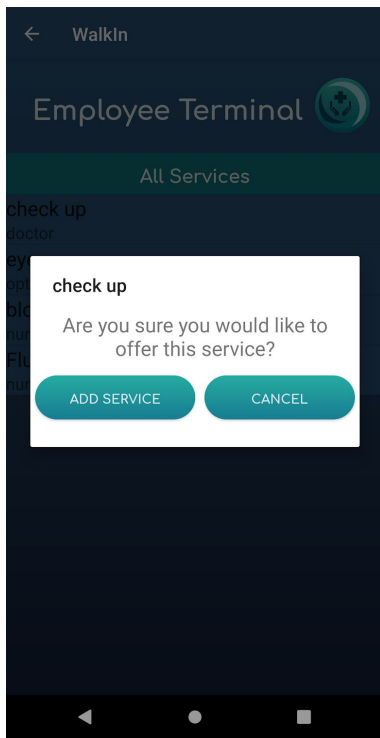
Add Services
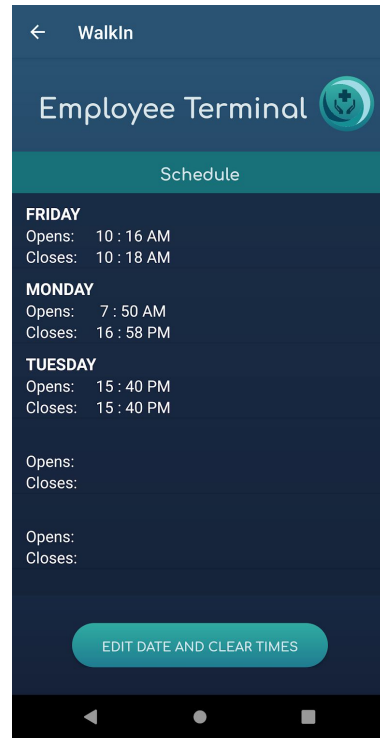
Edit and View Schedule Activity

Edit Date and Time Schedule

Add Availability Activity

Add Availability Activity

PATIENT:
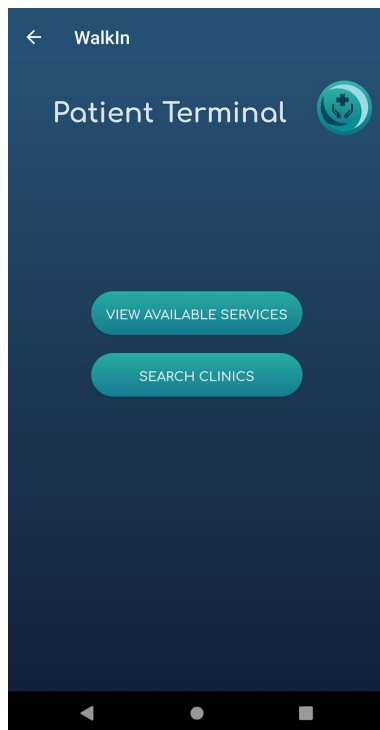
Patient Activity

View All Services Activity
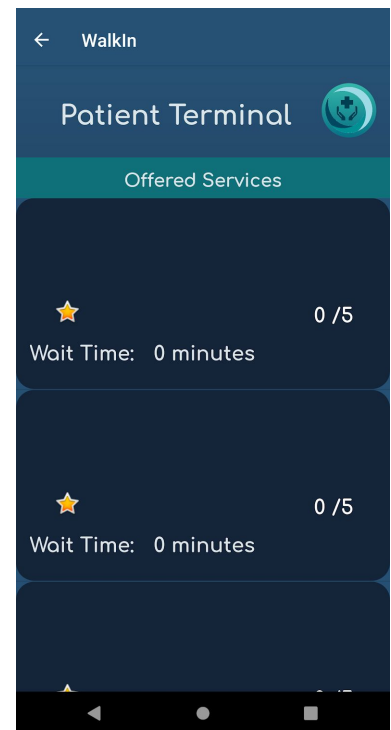
View Offered Services
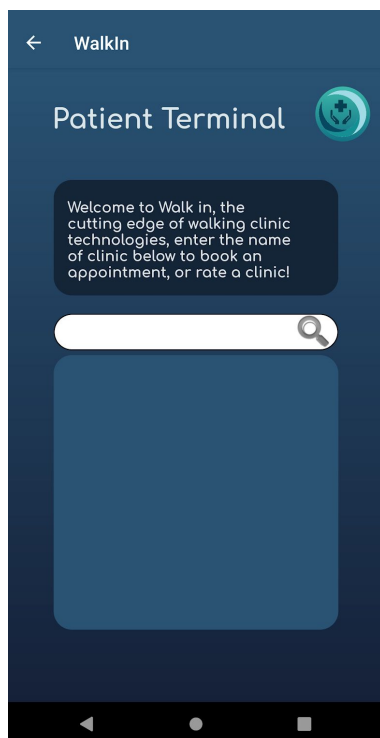
Search Clinic Activity
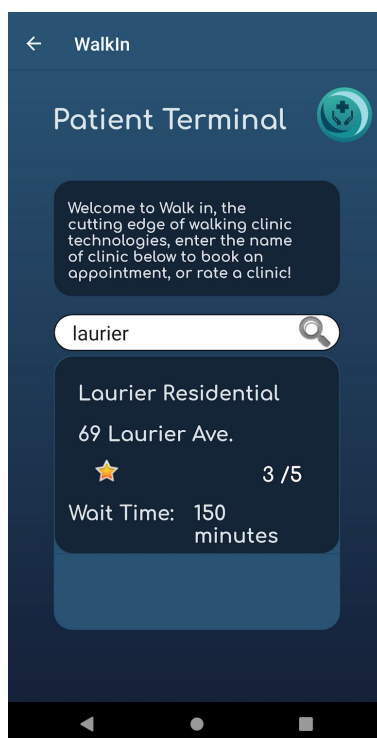
Search Output
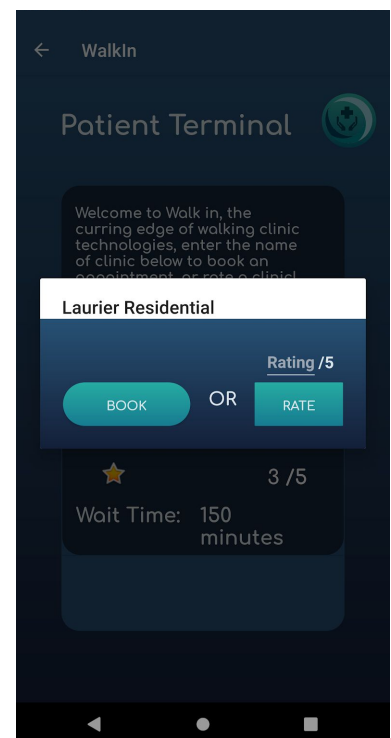
Book/Rate Activity

Lessons Learned

The walk in application was a large project and the first time for most of the group in developing an app using Android Studio. Many important lessons were learned throughout this semester.

Teamwork
- Communication was really important for our group in terms of meeting up to work together, helping each other out in difficult problems and making sure everything went smoothly. Constant communication had to be maintained to ensure nothing wrong would occur. Asking and offering help was a form of collaboration and teamwork. When difficulties arose, the teammate could easily communicate asking the rest of the group for help.
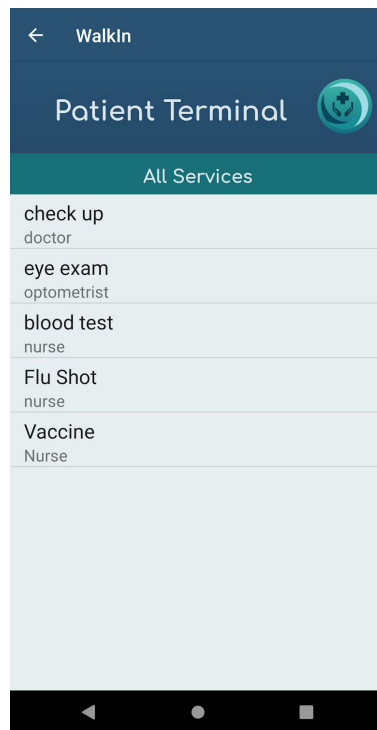
Organization
- Not only was communication within the group and dividing work a form of organization, but organization in our actual code on Android Studio as well as being organized on github was learned throughout the process of making the app. We realized our code on android studio was very unorganized and messy so changes had to be made. Organizing our work into separate branches on GitHub and making sure everyone was up to date made things much easier. None of this would have been possible if we did not communicate effectively with each other.
- Delegation was one aspect of teamwork that we realized needed to be better as the semester went on. We were not organized in assigning responsibilities to different team members which resulted in some doing larger parts in the coding. Towards the last two deliverables, we tried to focus more on this aspect of organization which made the deadlines much easier to meet.

Time Management
- As the semester went on, the time limit on each deliverable shortened. We were not able to procrastinate at all with this project and had to manage our time really well to deliver on deadlines. However, it made it much less stressful to finish deliverables as a group before the deadline and made our lives easier in the end.

Collaboration in Coding
- Everybody in the group had different strengths and weaknesses and being able to identify those helped us to overcome hurdles. We also had to work together by uploading code to git for all of us to access which was new for most of the group members.
- The group met roughly once a week to code together for each deliverable. We were all able to work together and come up with ideas as a team for how to proceed with the project.

Experimentation
- Over the course of the semester, our group experimented with many different potential solutions for the deliverables. In the beginning, we were planning on using an SQL database however, upon further deliberation we concluded that firebase would be more appropriate for this project.
- We also experimented a lot with Android Studio and the different features it has when it comes to upgrading the UI. Trial and error often occurred while trying to implement bonus features to ease the usability of the app function as well to improve its design constancy.