Role - TECHNICAL LEAD

The TL is the leader who organizes the teams technical activities and drives the development of technological artifacts by working with the project manager to divide the tasks between the development team. This role may be one and the same with the Lead Architect on the project.

Revision History

Week Number	Author	Description of changes
2	Mike Griffin	Chose our platform to develop the app, the environment to develop in, and the server and database tools.
4	Mike Griffin	Now have a production and release cycle, as well as added case diagrams. Over the past two weeks oversaw the development of the application with the implementation of the login screen and create account, and ensured that everyone is on the same page.

Week 2 Questions:

1. Our technical plans include creating an Android app and using Eclipse to write for that. We will use Parse for our database and server needs.

    - Android eclipse tutorial: http://developer.android.com/training/basics/firstapp/index.html?hl=p

    - Android parse tutorial: https://parse.com/docs/android_guide

2. Zero day bootup plan:

Git repository: https://github.com/Mike-Griffin/Honey-Badger-110-project.git

Installation instructions:

Install eclipse adt with android sdk for your operating system.

Once that is installed go to the virtual device manager. Create a Nexus 4 (arbitrary we may change it later but just to be consistent am saying Nexus 4 for now)

Go to android sdk manager and install all of the packages.

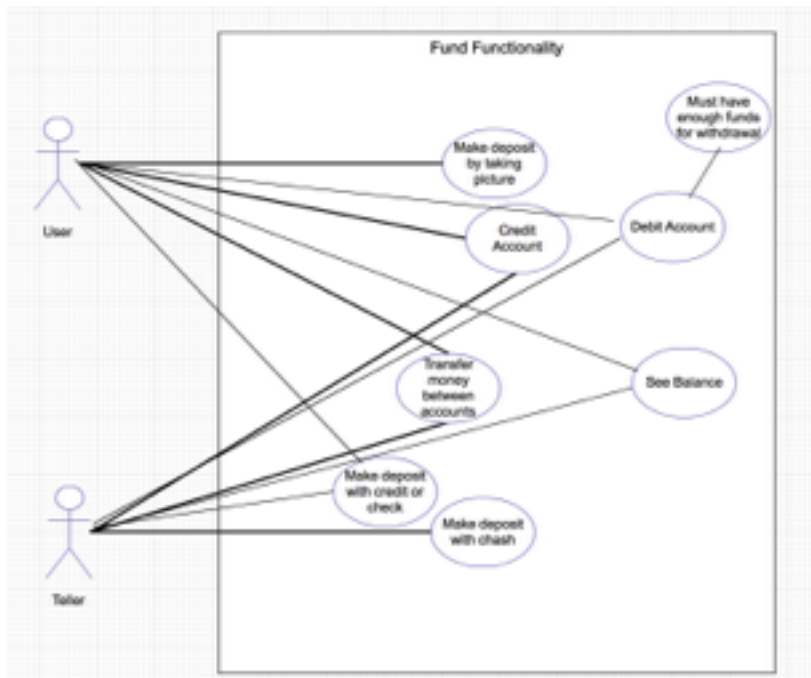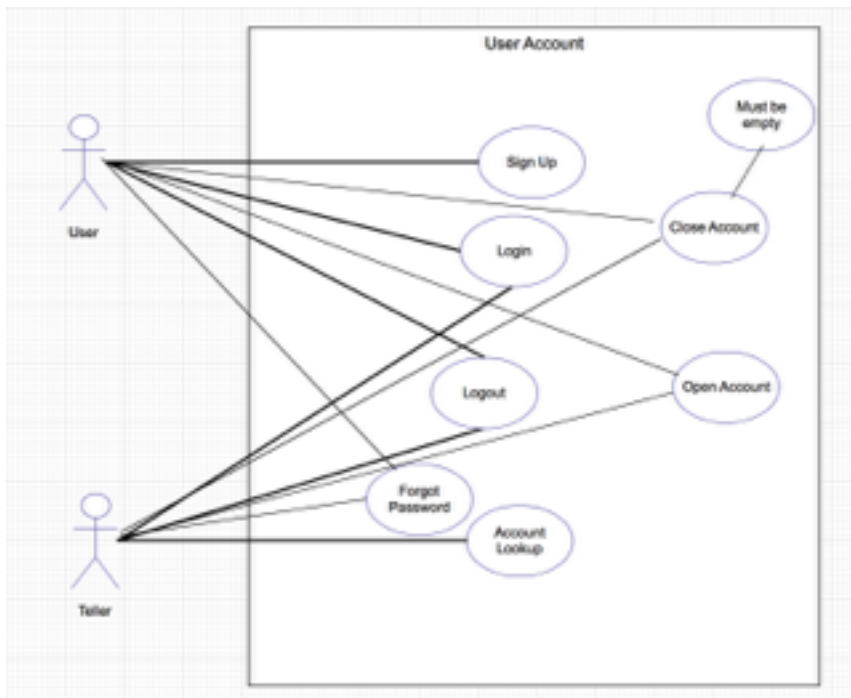Make sure hello world is running properly.

3. The technical artifacts delivery plan is detailed within the user stories. Certain tasks have a higher priority so they will be completed first. When the database and UI frameworks are complete it will be easier to estimate how the other tasks fit in with that.

4. The version control system we are using is git. We have a repository on github. Production and release cycle has yet to be determined. Will have goals each week to complete.

Week 4 edit: the production and release cycle is detailed below

Week 4 Tasks:

Case Diagrams:

Workflow for version control: We have been using centralized workflow so far. A lot of work is happening with the developers working in the same room, but there have also been times when developers work separately on their own thing. In which case the developers will work in such a way that there are minimal conflicts, the features should be incredibly separate and this should make merging painless because we are using the centralized workflow.

Production and Release Cycle: Each week is a different release we will do it on Monday since that is when the check ins are.

Week 3:

Complete the login

- Establish what the UI should look like

- Start setting up the database for storing information

Week 4:

Create account

- Create functionality that deals with the database, so the database can now store user information including name, email, address, date of birth, and password

- Create more pages in the application and design them based on the wireframes

Week 5:

Show balance, implement debit and credit functionality

- Create the main page that lists the users accounts and their balances

- Create page for specific account that allows for features such as credit and debit

- Implement functionality to modify the balance by withdrawing and depositing from the account

- Checks to make sure there is enough money when withdraw occurs

Week 6:

- Touch up on things, improve the UI

- Make sure we are responding to feedback from testing so we don't have any flaws we may have overlooked when we were focusing on creating new features ever other week

Week 7:

Transfer money and close account

- Implement checks to make sure the account is empty when it is deleted
- Functionality to allow for transferring of money between accounts

Week 8:

No release during thanksgiving

- With the little time there is that could be expected to work on this, clean up anything that is still not up to expectations

Week 9:

Penalty, interest, multiple accounts

- Develop algorithm to calculate interest
- Modify the balance with penalties and interest

Week 10:

Wrap everything up

Release final product