**Group 31 - Trio - Specialisation**

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**Process Report**

**25/Feb/2021**

# **Introduction**

Create Android interactive User Experience, applications, designs.

# **Hack Me.**

# **Android Application**

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| --- | --- | --- | --- | --- |
| **Main Task, Sub Tasks** | Date | Team Member Completed: | Time Spent | Comments |
| **KickOff Week1 Cooking Time** |  |  |  |  |
| 1. Initial brainstorming | 26 Feb | Team | 120 Min | Created Design Document skeleton, decomposition of Personas, research domains (business |
| 1. Ideation and task division | 01 Mar | Team | 200 Min | Group meeting on Discord discussed task division for upcoming weeks. |
| 1. Mentor Meeting | 01 Mar | Team | 30 Min | Received feedback on previous posters and the direction of future work. |
| 1. Team Meeting | 02 Mar | Team | 60 min | Divided work between teammates and talked about the outcomes of the ideation phase in our process. |
| 1. Created User Story Animation | 02 Mar | Mihail | 75 Min | First-time usage of “Storyboardthat.com” |
| 1. Updated Design Document | 02 Mar | Mihail | 60 Min |  |
| 1. Paper Prototype | 02 Mar | Mustafa | 80 Min | I designed a paper prototype that has the main functionality that the app in our eyes has. |
| 1. Team Meeting | 03 Mar | Team | 95 Min | Task Division and Brainstorming |
| 1. Updated Design Document | 03 Mar | Mustafa | 60 Min | added a paper prototype and some details about the IxD i’m gonna make. |
| 1. Updated Design Document | 03 Mar | Mihail | 60 Min | Added the minutes from brainstorming meetings in a coherent text. Ideate and Define. |
| 1. Persona decomposition | 01 Mar | Vlad | 30 Min | Decomposing the Dennis persona and thinking of potential problems that he might have |
| 1. Created User Story Animation | 02 Mar | Vlad | 90 Min | Making an animation to represent Dennis’s experience |
| 1. Updated Design Document | 03 Mar | Vlad | 40 Min | Updating the document with the latest things and fixing the little things |
| 1. Explaining how to make a testplan | 03 Mar | Mustafa |  | Explaining the Process of testing + how to write everything down on paper. |
| 1. Creating a Test plan | 03 Mar | Vlad | 45 Min |  |
| 1. Adobe XD prototype | 03 Mar | Mihail | 90 Min | First time using Adobe XD, getting acknowledged with it. |
| 1. Adobe XD prototype | 03 Mar | Mustafa | 90 min | I’ve sketched the first designs of the paper prototypeIi made in adobe xd to get the first steps done in our process. I also thought about the colour and layout and personalisation of the app. |
| 1. Adobe XD Prototype | 04 Mar | Mustafa | 90 min | After having everything sketched I started making the rest of the pages with the design I chose. |
| 1. Finished poster for the presentation | 04 Mar | Vlad | 70 Min |  |
| 1. Updated test plan | 04 Mar | Mihail | 90 Min | According to Mustafa’s instruction, updated the test plan for actual future tests |
| 1. Meeting with Mentor (Luuk) | 04 Mar | Team | 20 Min | Received constructive feedback. The team goes back to the Ideation phase. |
| 1. Adobe XD Prototype | 05 Mar | Mustafa | 70 min | Implementing the feedback I got during the meeting with Luuk. |
| 1. Discord Meeting | 08 Mar | Team | 60 Min | Discussed week 3 agenda, and tasks. |
| 1. Adobe XD prototype | 08 Mar | Mustafa | 40 min | Made last changes before the presentation with Luuk and Arjan |
| 1. Discord Meeting | 09 Mar | Team | 120 Min | We went back to the ideate phase for figuring some things out after the feedback session |
| 1. Adobe XD Prototype | 10 Mar | Mustafa | 90 min | Our updated new idea needed a new prototype. |
| 1. Adobe XD Prototype | 11 Mar | Mustafa | 100 min | Contractor part added in the feedback |
| 1. Discord Meeting | 11 Mar | Team | 120 min | discussing last things before the meeting with xumei |
| 1. Presentation | 11 Mar | Team | 30 min | Xumei Demo |
| 1. Portfolio | 12 Mar | Team | 120 min | Working on portfolio |
| 1. Meeting | 15 Mar | Team | 30 min | Teacher update portfolio |
| 1. Meeting | 15 Mar | Team | 30 min | Making user stories in the trello bord and dividing it  <https://trello.com/b/t6O98E5Z/dennis-app> |
| 1. Android Kotlin | 15 Mar | Mihail | 200 min | Firebase connection for upcoming login and registration |
| 1. Android Kotlin | 15 Mar | Team | 60 min | setting up git and workspaces so everyone can work. |
| 35. Android Kotlin | 15 Mar | Mustafa | 60 min | Kotlin refresher |
| 1. Android Kotlin | 16 Mar | Mustafa | 120 min | Camera + Permission Page made. |
| 1. Android Kotlin | 17 Mar | Mustafa | 240 min | List made with Android kotlin and added pictures of jobs |
| 1. Android Kotlin | 18 Mar | Mustafa | 120 min | detail page made and linked both of my activities together |
| 1. Android Kotlin | 16 Mar | Mihail | 400 min | Created user and job model, login and registration finished. Created user preferences constants. |
| 1. Android Kotlin | 17 Mar | Mihail | 340 min | Picture uploading to Firebase Storage Cloud. Permissions for accessing the photos of the device. |
| 1. Android Kotlin | 18 Mar | Mihail | 200 min | Try reading the jobs information from database into the listview. Failed as could not notify the adapter. (not enough time) |
| 1. Final presentation | 19 Mar | Mihail | 15 min | Final presentation of the demo for Luuk. Received quality feedback as well. |
| **Total Time Spent:** |  |  |  |  |

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# Task Division

## Mihail

* User Story
* Design Thinking Process Document
* Test Plan
* Feedback

## Mustafa

* Prototype ( Paper)
* User test cases
* User stories
* Prototype ( Adobe XD) - all of it

## Vlad

* User Story
* Test Plan

# **DOT Framework strategies**

## **Brainstorm**

When brainstorming, as a group everyone gets together and throws ideas and thoughts on the table for discussion. Anything shared is good, even bad ideas as it also highlights what to stay away from.

## **Available Product Analysis**

Available Product Analysis is the act of looking for already public products within the market and analysing their key features and how they were built, this is done to achieve a better understanding of the problem, as well as to obtain more knowledge as to how the application is built.

## **Prototyping**

Prototyping is often done by developers to create some throw-away projects to get a better feeling of the direction to go, and what pitfalls might lie ahead in the future.