Waterfront Film Festival Project

Milestone Report #3

The Team:

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Intended Progress

According to our Gantt chart, the following elements are to be completed by Milestone #3:

- Usability and Device Testing
- More Refactoring of the app's code

The application is nearing its debut and after Design Critique #2 with Team ShopSocial, the WFF App will be getting a complete UI overhaul. On the main page, the six buttons under the sponsor carousel will be replaced by a brief description of the festival. Below the description will be a dedicated button bar with four main buttons: "home", "venues", "showtimes", and "favorites". All other buttons will be either eliminated entirely or relocated to a pop-out container controlled by a button on the upper-left-hand corner of the Title bar (a la the Facebook and Google+ iOS apps). This will clean up the screen from "unnecessary button clutter."

Progress to Date

Progress made as of Milestone #2 consists of the following:

- Refactoring of the app's code
- UI Design tweaks
- Overall usability has been rethought and implemented

Device testing has not been done just yet. The major functionalities of the app have been simulated on the iPhone simulator and have been tested virtually. Any actual hardware issues have yet to be discovered and troubleshooted.

The UI has been revamped and follows the description in the "Intended Progress" section. The application now features a "facebook"-like button container scheme, which hides the button clutter and allows more real estate on the screen for larger images and a much cleaner interface.

The previously discussed possibility of Passbook integration with the app has been scrapped on behalf of the client and will default back to the original online ticket purchasing scheme. The volunteer and donate buttons have been removed from the application entirely, due to the

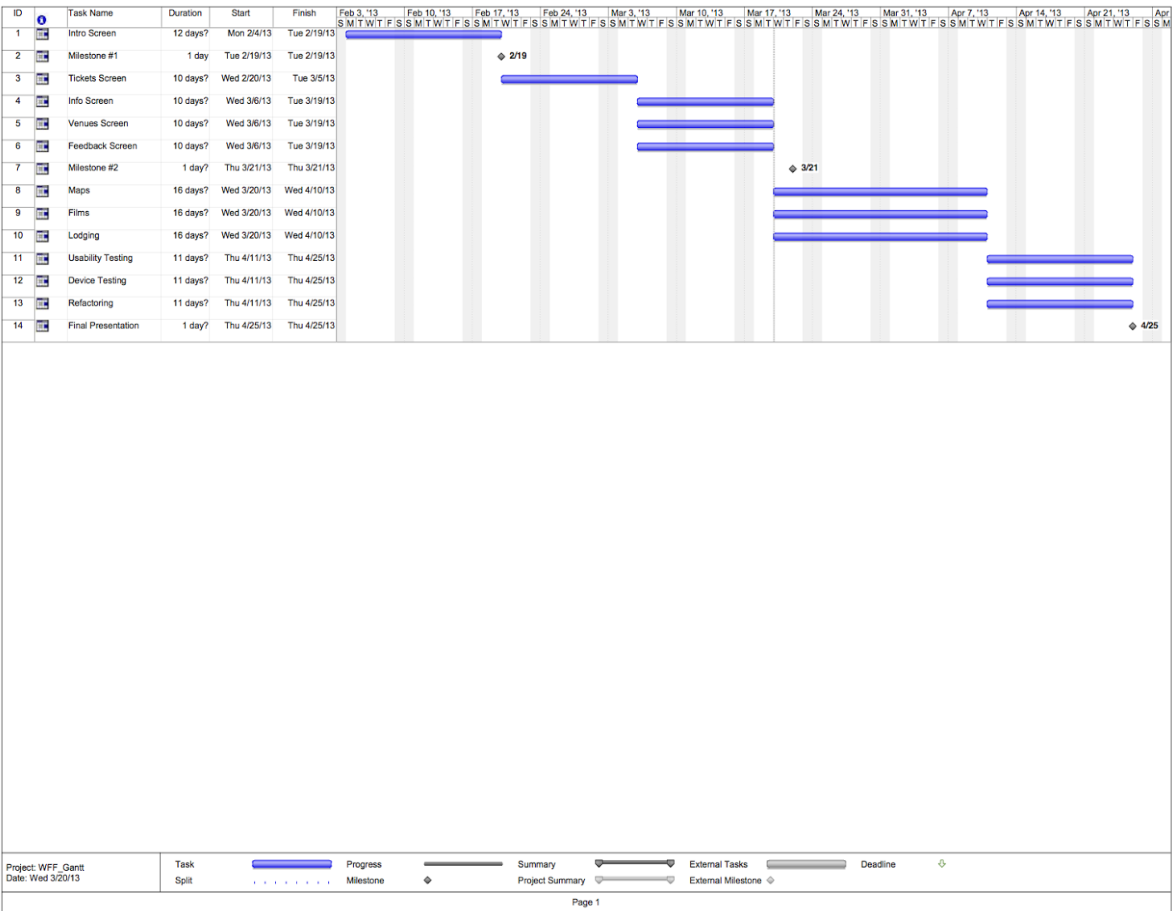complications that have arisen on the client's end.

Projected Progress

As this is Milestone #3, the team hopes to complete the iPhone app and have a completely functional and usable application available for the client. The only things that really have to be done are the usability and device testing. Refactoring of the app's code will come along as Jordan sees fit, since he has done a majority of the actual coding. Other than that, polishing up the graphics and the overall UI will be the intended tasks as the project nears completion.

Conclusion

Overall, the project has been going well and according to our rough gantt chart we have made. Although things have not been going as originally planned the team has adapted to the changes as they occur. In reflection, the planning process should have been more thoroughly thought out and adhered to, rather than consistently making amendments to the current Gantt chart over and over again.

Revised Gantt Chart as of 03/20/2013

ID		Task Name	Duration	Start	Finish
1		Intro Screen	12 days?	Mon 2/4/13	Tue 2/19/13
2		Milestone #1	1 day	Tue 2/19/13	Tue 2/19/13
3		Tickets Screen	10 days?	Wed 2/20/13	Tue 3/5/13
4		Info Screen	10 days?	Wed 3/6/13	Tue 3/19/13
5		Venues Screen	10 days?	Wed 3/6/13	Tue 3/19/13
6		Feedback Screen	10 days?	Wed 3/6/13	Tue 3/19/13
7		Milestone #2	1 day?	Thu 3/21/13	Thu 3/21/13
8		Maps	16 days?	Wed 3/20/13	Wed 4/10/13
9		Films	16 days?	Wed 3/20/13	Wed 4/10/13
10		Lodging	16 days?	Wed 3/20/13	Wed 4/10/13
11		Usability Testing	11 days?	Thu 4/11/13	Thu 4/25/13
12		Device Testing	11 days?	Thu 4/11/13	Thu 4/25/13
13		Refactoring	11 days?	Thu 4/11/13	Thu 4/25/13
14		Final Presentation	1 day?	Thu 4/25/13	Thu 4/25/13

Project: WFF_Gantt
Date: Wed 3/20/13

Task		Progress		Summary		External Tasks		Deadline	
Split		Milestone		Project Summary		External Milestone			

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Appendix

For reference, below is information from the Milestone #2 report:

Projected Progress

Following the Gantt chart, the WFF Application is on course and ahead of schedule. Potential additional features could include updating the graphics and making them more consistent and visually pleasing to the user. We would like to deploy the application onto an actual device to test the application for usability and to troubleshoot any software to hardware issues. This is a relatively high priority since users of this application with not be running it in a simulator. This is not a problem since Jordan is registered on a developer and can deploy the app to his iPhone.

The road ahead begins with a nice refactor of the current codebase, as it has become overwhelmed with unnecessary code and inefficiencies.

The tasks that will take place, most likely in this order, before finalizing the project are:

- Refactor, fix inefficiencies
- Finish up venues section
- Lodging
- Sponsors
- UI overhaul
- Device testing (Retina, non-Retina, iOS 5+)
- Usability testing

Conclusion

Overall, the project is going well. The group has been in a little better communication with client. This has made the project run a little more smoothly because we now understand what is expected of the project. We have also obtained some useful data because of this communication. James and Corey are moving relatively slow on iOS development, but this should be their shining point now.