

Team WFF



Milestone Report #3



The Team:

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Intended Progress

As discussed in Milestone #2, the following elements are to be completed by Milestone #3:

- Refactor, refactor, refactor
- Finish up Venues
- Sponsors
- Brainstorm UI changes

The application is nearing its debut and after Design Critique #2 with Team ShopSocial, the WFF App will be getting a complete UI overhaul prior to the end of the semester. 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
- Venues complete
- Overall UI has been rethought (with client)
- Sponsors (Waiting on images from client)
- Favoriting system integrated
- YouTube trailer integration

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 will be revamped and follows the description in the "Intended Progress" section. The application now feature 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.

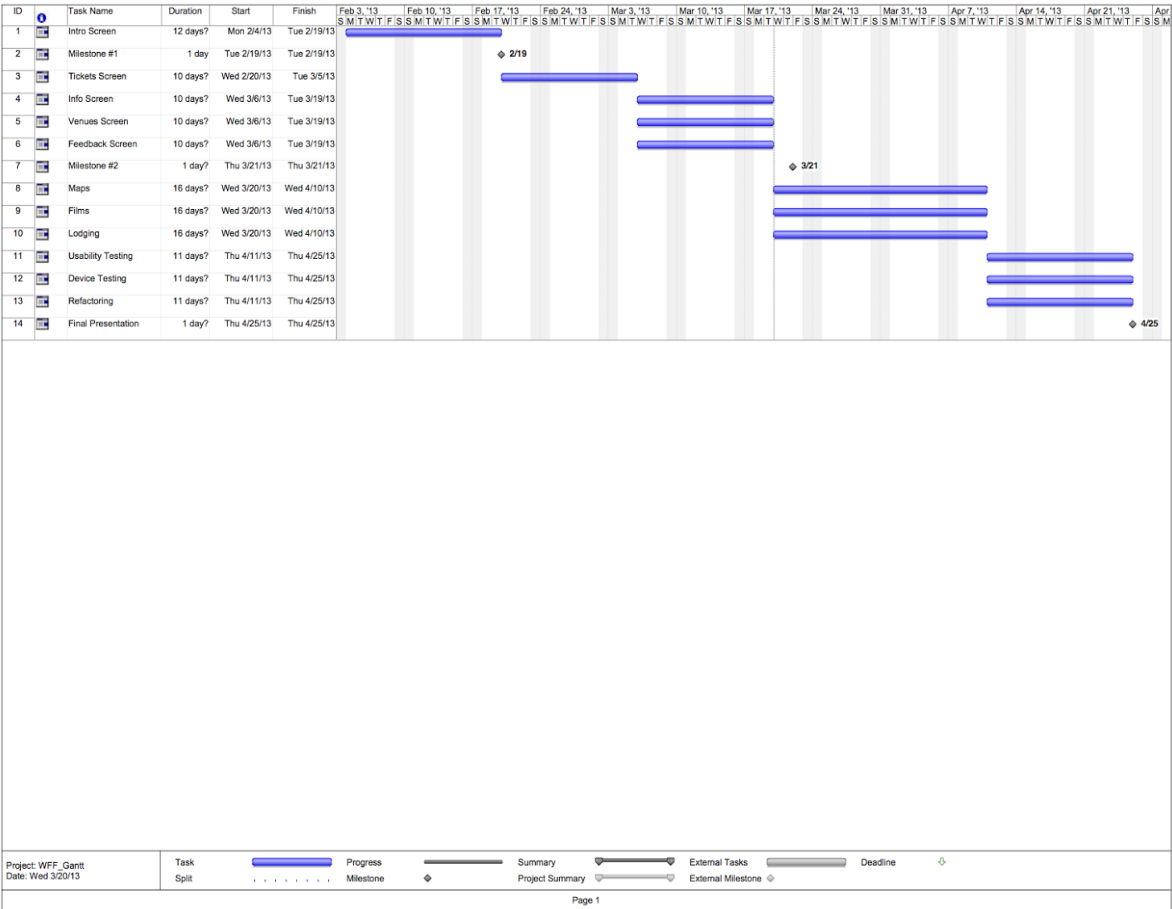
Projected Progress

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, device testing, and UI changes. 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



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 will 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
- Favoriting system
- Sponsors

Before the EOS:

- 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.