

Fall Term Retrospective

Team members:

Wei Huang

Zhongkai Huang

Zijing Huang

Zisong Zhang

Section 1: Brief overview of project goals and outcomes (Zhongkai Huang)

Our Team will spend about nine months to complete the eBay mobile application. The target people for this project are those who prefer tabletop gaming. The eBay mobile application can let the consumers who want to purchase tabletop gaming, convenience operand on the mobile phone, and buy the items any time they want. We hope that after we finish this project, team members can become familiar in developing an Android application in Kotlin that is a state where it can be published to the Google Play store. In the addition, when the team develops this project, the team will develop a roadmap and plan to accomplish this while leveraging an Agile development approach that will allow for iterative development and the ability to modify the final deliverable.

Section 2: Current status of the project (Zijing Huang)

Our project is currently at the stage before code implementation (about 30% of the progress). With the prototype getting polished and a few more final decisions on the design being made, we are ready to start developing this project at the beginning of Winter term.

During Sprint 1, we discussed more details of the requirements of the project with our partner, as well as the details of each page in our application. We're planning to get our first working prototype done by the next sprint.

According to the special situation we have, one of our members being overseas and in a different time zone, we decided to make it flexible for our members on whether to work on the project during Winter break or not. We are still ahead of our schedule, and we suppose that we will still meet our deadlines.

Section 3: Problems that need resolving (Zisong Zhang)

A big part of the problem that hinder our progress was our unfamiliarity with the programming language. Kotlin is our programming language, but most of our group are not familiar with Kotlin and lack experience with programming Android apps using Kotlin. Therefore, our progress and degree of completion depend on how well we learn to use Kotlin. First, the solution we have is to use our free time appropriately to learn Kotlin. Second, we need to ensure that each group member specializes in certain areas or familiar areas. Finally, we need to work together to help each other out when we encounter problems. We believe that as we become more familiar with Kotlin, the project will run smoothly.

Different time zones are also one of the problems that hinder our progress, as this is a special period when part of our group is in another country, and our time difference can reach 15 hours. Therefore, finding time to work together and setting deadlines were difficult. The solution we have is to negotiate a common working time that is comfortable for everyone, to consider the time difference when setting deadlines, and to make sure that everyone has enough and equal time to complete the task.

The resources we needed were Android studio, database, and eBay API, and we were able to make sure that these resources were available until the end of the project because we were students of OSU and eBay partner allowed.

Section 4: Project highlights (Wei Huang)

So far our project is going very well I think. Our Team keeps communicating with the partner, and constantly modifies UI design based on the prototype given by the partner. According to the requirements of the partner, I think we did a better design for the project. There are at least thirteen pages for the project. There is a home page to show the products for the user and it will recommend some products for the user. The user can also click search to search the page and show the products which the user likes. In addition, the

user can click the like button that saves the favorite production into the save page and the user can easily find it later. Besides, the social page will show some information about table games for the user. The user can see more detail about it or choose the link to eBay to purchase it. The profile page will show some information about the user, and the user can modify it. There is a tool that can help users choose the table game parts like dice, map, or etc. Here is the link for the project design demo.

https://drive.google.com/file/d/1EJNhT-YNKC-sAgwus_PXW8PsVnp-qBsM/view?usp=sharing

Section 5: Brief summary of design review feedback(Zhongkai Huang)

According to the feedback we received, we can know that the prototype has a good UI design, but some people seem to be a little confused about the dice function, why this function appears in e-commerce applications. I think our explanation of this procedure is not accurate enough. At the same time, they suggested that we refer to eBay and other e-commerce sites, find the advantages and disadvantages of these sites, and adjust our applications based on the results. Finally they recommended a software Notion, it's a free, easy to use to store info/resources and track our sprints.