



Executive Scheduler

Atli Marcher Pálsson

Haukur Ágústsson

Jón Rúnar Baldvinsson

Pétur Sigurðsson

Our project

- Our app is a dynamic scheduler that allows sharing of event between groups of people



The plan

- The plan was that you would be able to:
 - create your own user account.
 - login and logout from your account.
 - create, edit, share and delete events.
 - view his daily and weekly schedule.
 - delete account

Decisions

- We decided that users can share with all users.
- Users can delete any event that has been shared with them.
- Decided not to implement delete account
 - Mostly because we couldn't find a good spot for a delete account button.
 - Also an unnecessary option.
- Screen orientation would dictate schedule view

Agile projects

- Agile software development advocates adaptive planning, evolutionary development, early delivery and continual improvement, it also encourages rapid and flexible response to change.
- We used user stories to find what features were most important to work on.
- Then we created time estimates using planning poker.
- Lastly we planned sprints and decided what features we wanted to work on in every sprint

User Stories

Prioritized user stories

1. As a user I want to be able to login to my account so that I can use the app.

3. As a user I want to be able to logout of my account so that my information is not compromised.

5. As a user I want to be able to edit an event so that I can keep track of any updated information.

7. As a user I want to be able to share an event so that I can invite others to a gathering.

2. As a person I want to be able to create an account so that I can become a user and organise my schedule on the go.

4. As a user I want to be able to create an event so that I can better keep track of my schedule.

6. As a user I want to be able to view my schedule in different viewing formats so that I can manage my daily or weekly schedule.

8. As a user I want to be able to delete my account so that I can make sure that my information will not be misused.

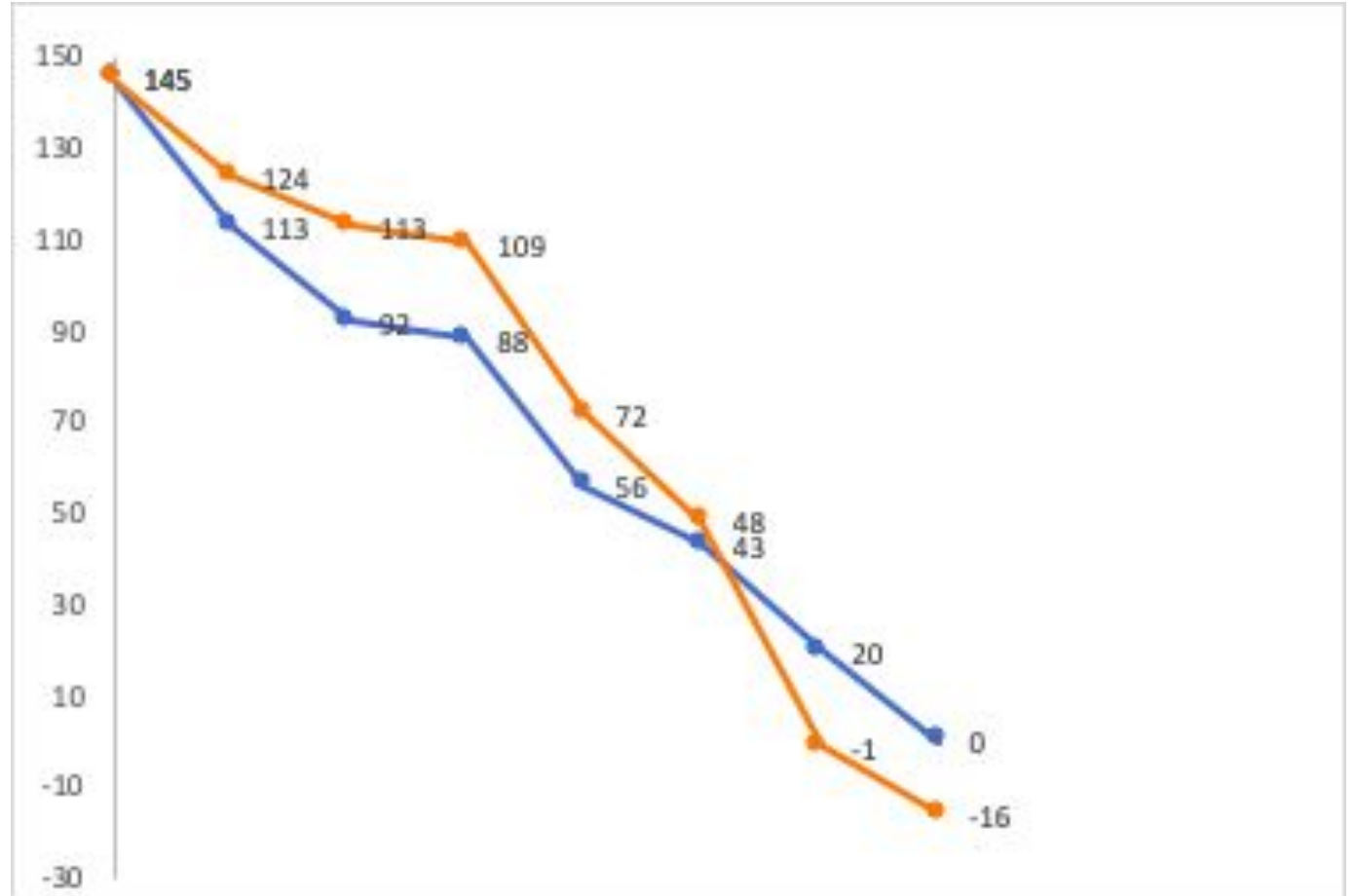
Planning Poker

Story	Estimate
Login	32
Logout	4
Create User	21
Delete User	5
Create Event	32
Edit Event	13
Daily, weekly	23
Share Event	20
Caching	30
Notification	20
Friends	20
No Network	80

Our Progress

User Story	Real time	Estimates
Login	21	32
Create User	11	21
Logout	4	4
Create Event	37	32
Edit Event	24	13
Daily, Weekly	49	23
Share Event	15	20

Burndown chart



Conclusion

- Overestimated the learning curve
 - Overshot the first sprint by 21 hours
- Underestimated how useful our backend was
 - A lot of functions did not require a lot of work
- Underestimated the daily/weekly view ALOT
 - We had a lot of problems deciding how we wanted it to look
 - After we decided how we wanted to design it the weekly view took very long to create.
- Spent more time on the project than we planned.

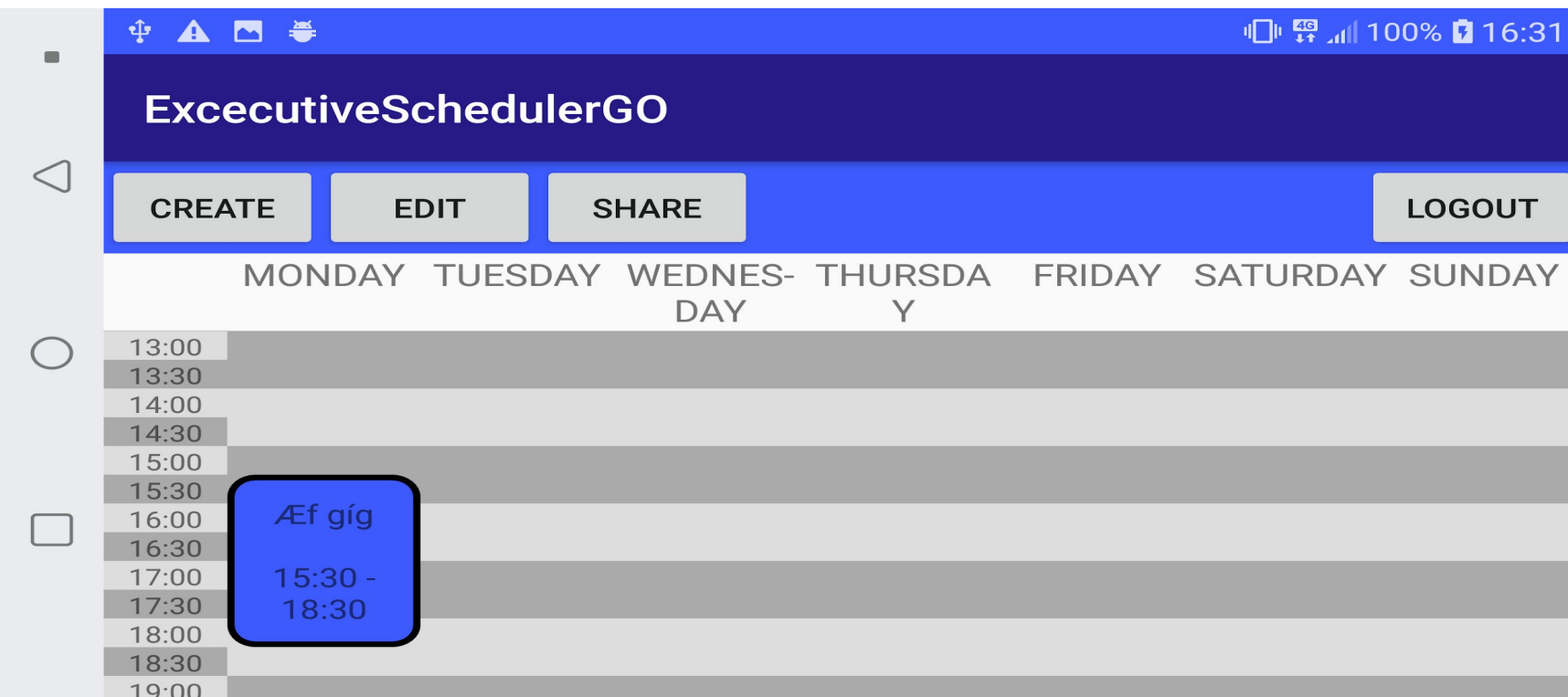
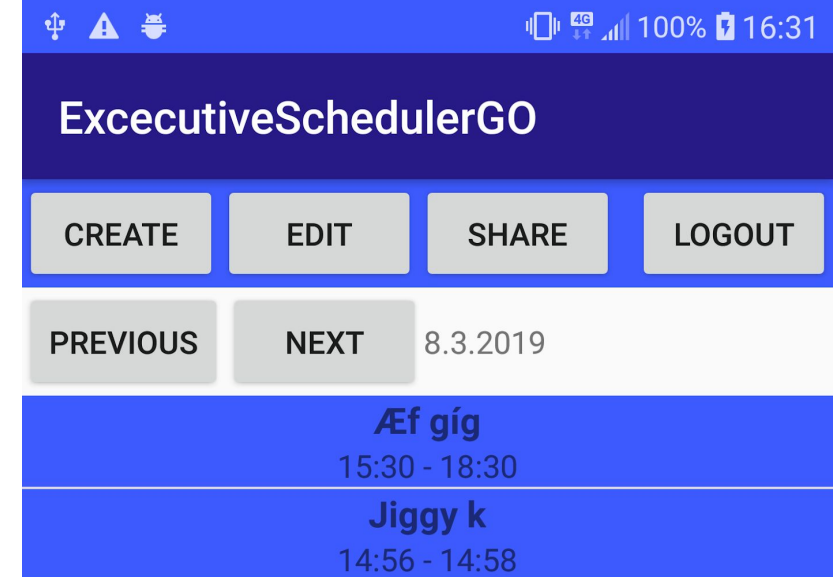
Architecture

- Created 5 Activities
 - CreateEventActivity, FragmentActivity, LoginActivity, MainActivity, ShareEventActivity.
- Used tokens to handle login
- Created 2 model classes to handle the data: User, Event

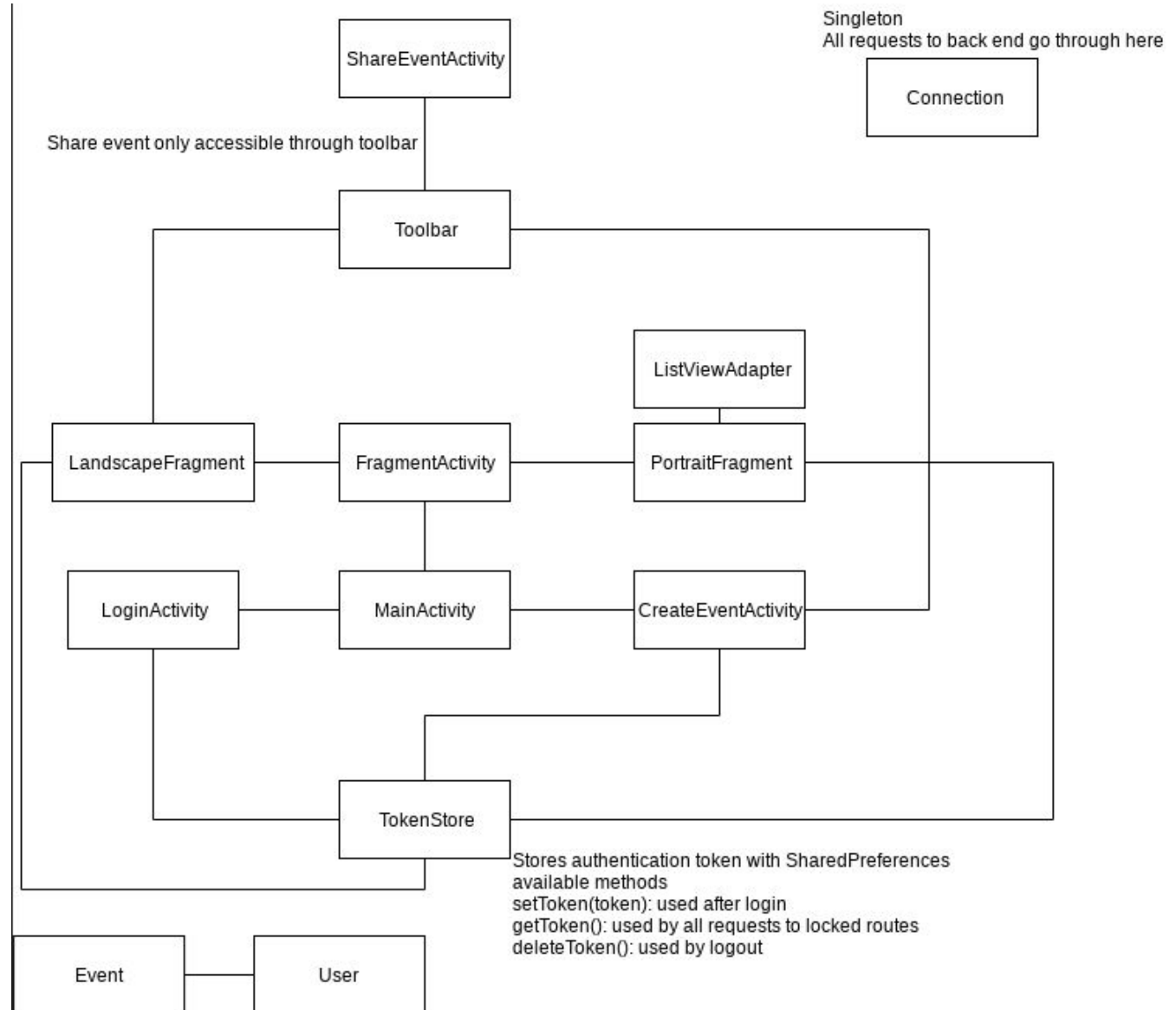
Fragments

- We have two fragments
 - LandscapeFragment and PortraitFragment.
- They control the view transformation in FragmentActivity
 - Daily to-do list in portrait view
 - Weekly Calendar in landscape view

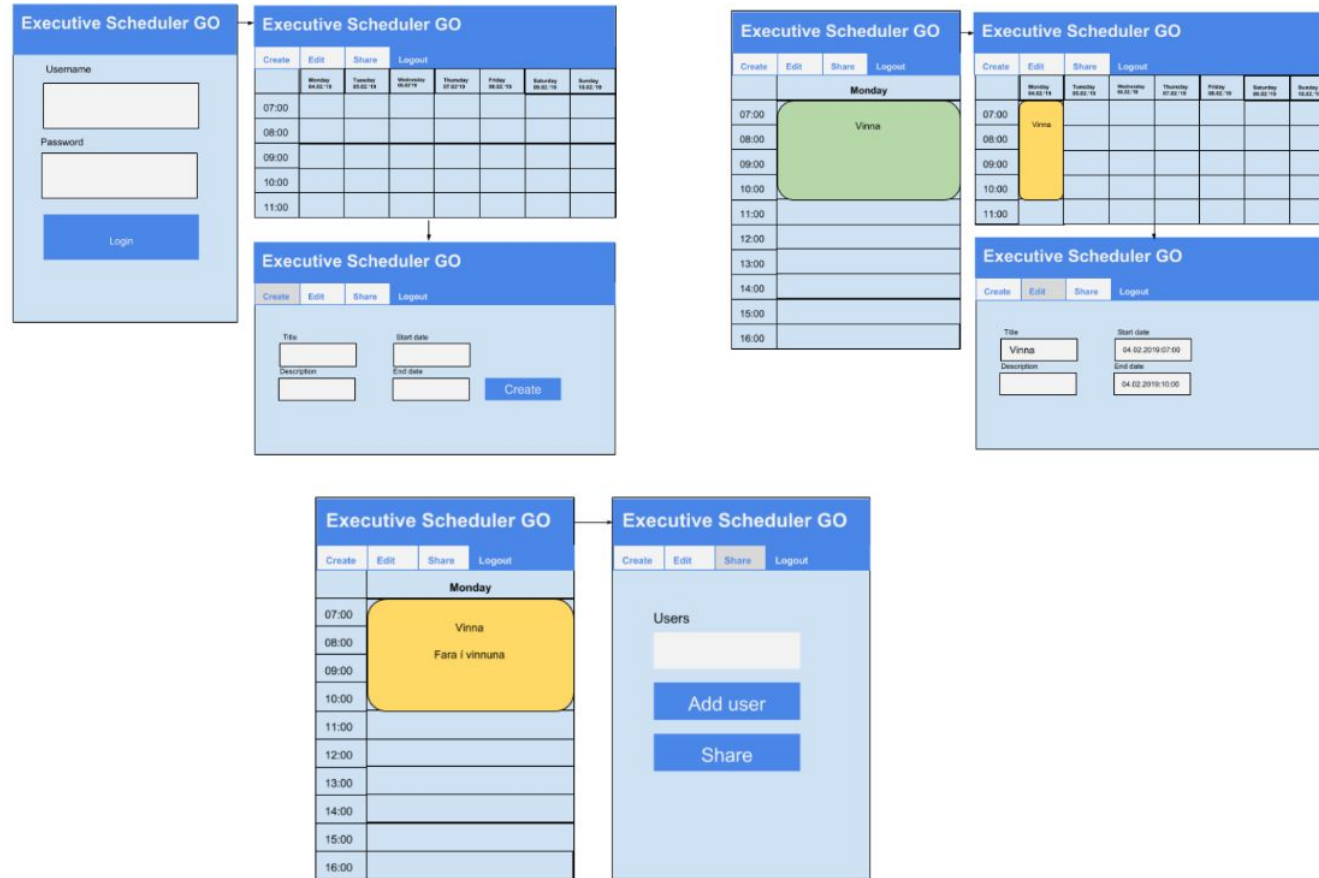
Demo



Class diagram



Upprunaleg hönnun á viðmóti



Greatest challenges

- Time estimation
- Xml design
- Screen size varieties

What went well

- Android programming
- Connecting to backend
- Team work
- Debugging

What went wrong

- Decided early to incorporate delete User into design
 - Later in the process we felt like it was an unnecessary option.

Thank you

