

June- July 2021
Microsoft Engage

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AGILE.

MICROSOFT ENGAGE 2021 ANDROID APP (BUZZ)

SPRINT 1:

Made decisions regarding the tools and technologies to be used, I used Android Studio as the IDE, Kotlin for backend and XML to build frontend as these are official tools used for building android applications. Used Liquid-Cuberto library to design the onboarding screen in the design phase. Planned to build the core functionality using a webRtc based server Agora sdk, and Firebase for authentication, Firestore for database of the users.

SPRINT 2: I

Tried to first build the core functionality of a video call between two people and managed to execute it in the build phase. Applied the firebase authentication libraries and built a firestore to store the users data. On the suggestion of the mentors, I tried to make the project scalable and add another room for the users who have not signed up. I used version control GIT to make the process easier.

SPRINT 3:

Worked on resolution of bugs and using Agile methodology by applying incremental approach I started to work on the User Interface, made the layout screens compatible with the backend, used lottie animations on the onboarding screen. I also built a short splash screen for the logged- in users to enhance user experience. Tried and tested the app with different android devices.

SPRINT:4

Understood the adapt feature: chat and tried to integrate it with the existing application, tested the app by sharing it with mentors, and applying their feedback to improve the user experience and resolution of minor bugs. Also set up a database in firebase firestore to store the chat in a noSQL based database.