**Ben Weatherley’s group project report thingy**

* Early on I did the UI designs for the desktop system and most of the UI doc
* UI doc got a pretty bad review so I spent a while redoing some of the docs and improving the design slides
* I think I failed a bit in my deputy group leader phase at around this point when I should have taken a more hands-on role in keeping meetings going while Runar was absent
* Helped out a little with the design doc by doing the sequence class diagrams, and tried to keep on top of issues such as cleaning/organising folders from the repository
* Worked with the other Ben to finally get the mobile designs done
* Didn’t do much over Easter as I was away for the majority
* Spent the final week spearheading the app development (I don’t think I did anything except work on the app the whole week). The majority of the app is my work, with the exception of the database aspects and the slider designs. The hardest parts where making the Pub object parcelable as an arraylist (which we now know was the incorrect thing to do – praise popups), and figuring out listviews with custom layouts, and making it possible to reorder the view with buttons.