

## Deliverable 4

### Introduction

The purpose of this document is to show both the changes that the application has gone through since deliverable 1, and a brief overview of what the application does.

### Contributions

Member	Deliverable 1	Deliverable 2	Deliverable 3	Deliverable 4
Chris Francis	25%	25%	25%	25%
Thomas Scott Fulton	25%	25%	25%	25%
Kevin Power-Peacock	25%	25%	25%	25%
Ben Vokey	25%	25%	25%	25%

### Corrections

Deliverable	Changes Made
Deliverable 1	<ul style="list-style-type: none"><li>- All requirements more accurately reflect final product</li><li>- Unrealistic requirements have been modified or removed</li></ul>
Deliverable 2	<ul style="list-style-type: none"><li>- Changes made to state diagram</li></ul>
Deliverable 3	<ul style="list-style-type: none"><li>- Screenshots updated to most recent work</li></ul>
Deliverable 4	<ul style="list-style-type: none"><li>- Bugs ironed out, user interface cleaned up, more direction available within app</li></ul>

### Software Requirements

#### *Functional*

#### *Ben*

- There will be two account types, Parent and Child
- Parent accounts will be able to assign chores

- Child accounts are only able to mark them as complete
- Parent accounts will be able to assign or reassign chores
- Chores will be able to be assigned to a child account

#### *Scott*

- Child actors will be able to view chores assigned to them
- Parents will have the ability to modify a chores contents
- Chores will have the option to be sorted by group or by what is assigned to you
- Chores will have the option to be saved for future use, to be reassigned
- Parents will have the ability to delete saved chores

#### *Kevin*

1. The tasks in household chore manager shall have a numeric point reward assigned by a parent to be awarded to the child who completes the chore.
2. The chore manager's numeric reward points can be reassigned by the parent actors.
3. The household manager points will be stored on the same location responsible for storing instance information regarding children actors.
4. The chore manager will allow new accounts to be created.
5. Accounts will be authorized with a login screen

#### *Chris*

1. The tasks in household chore manager will have the option to add a due date, resources, and a description.
2. Each account will have a name, profile picture, and parent/child boolean status.
3. Household chore manager will have the option to assign an account to each chore.
4. The system shall hide the chore from list when completed.
5. The system shall have a completed chore section.

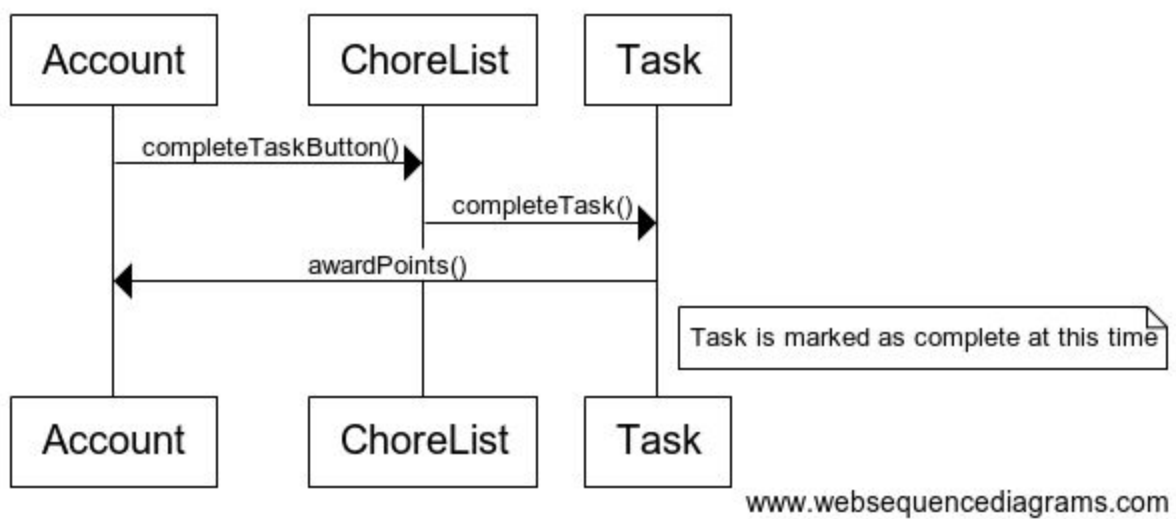
#### *Non Functional*

1. Household chore manager will support version 25.3.1 and up.
2. Household chore manager's database shall be SQLite.
3. Household chore manager will be build in Android studio version 2.3.3.
4. Household chore manager will be programmed in Java Version 8.
5. The manager shall meet or exceed 99.9 % uptime.

## UML Design

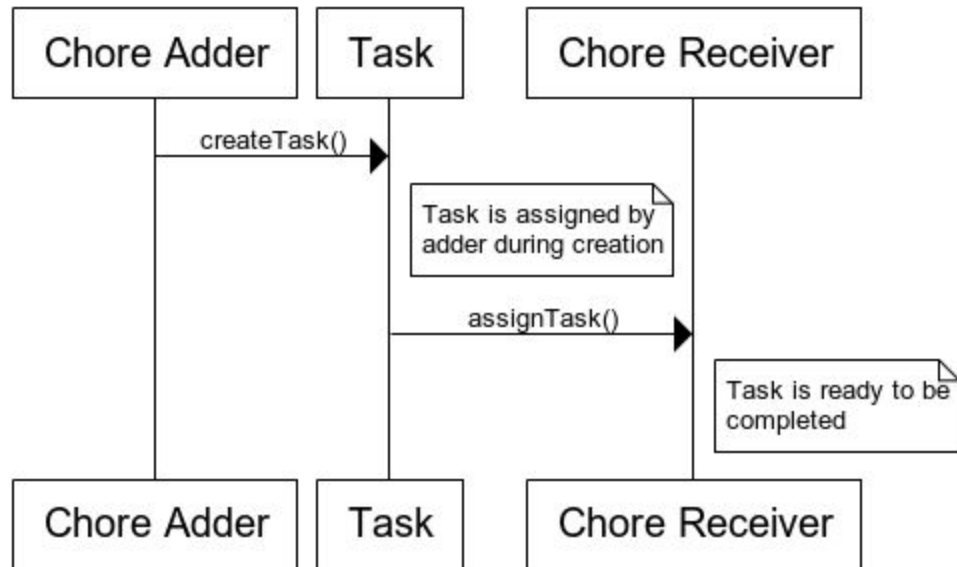
Kevin

### Set Chore as Complete

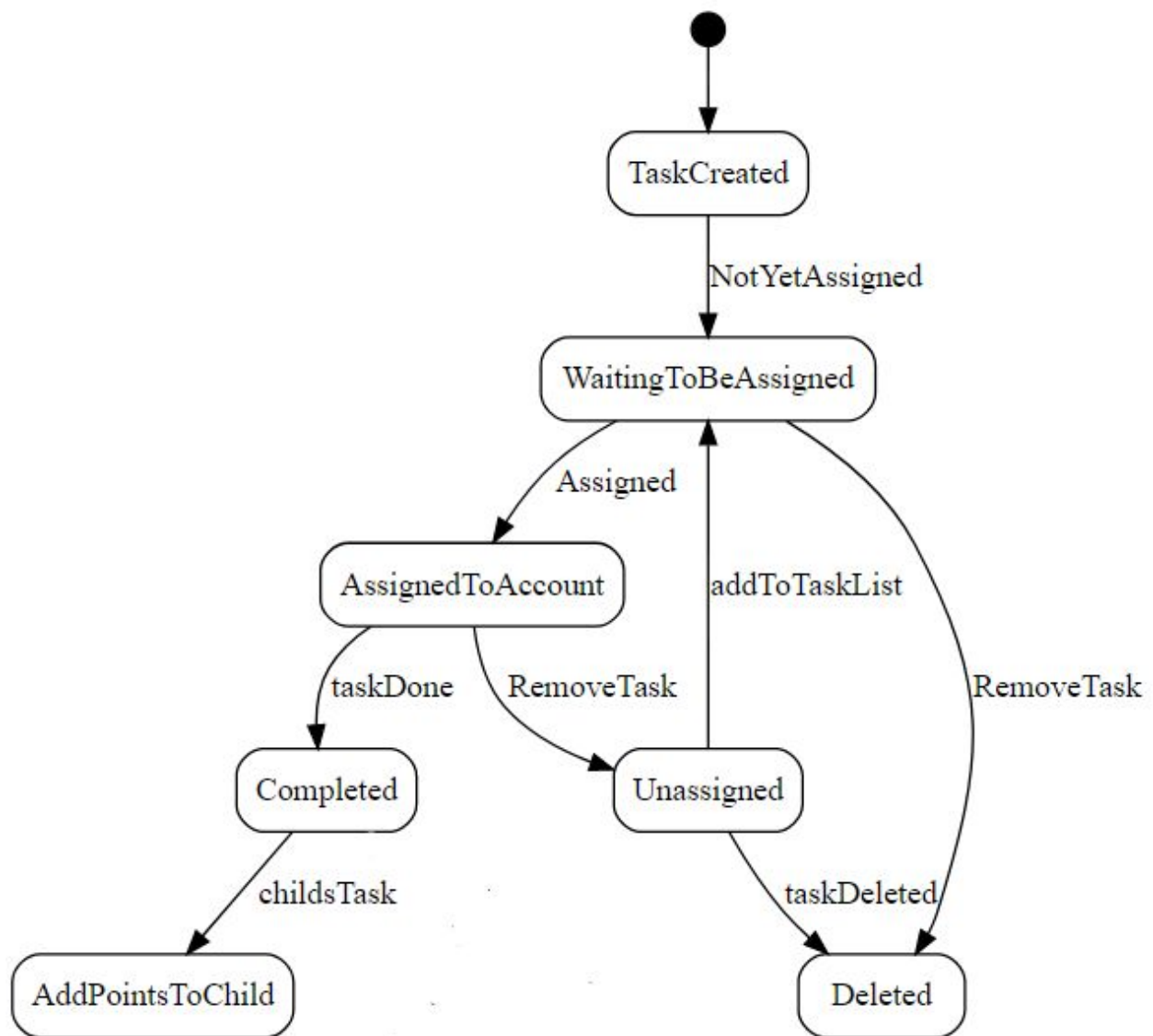


Ben

## Adding a Chore



Chris



Line=8 [Changes at this URL are saved](#)

```

1 class Task{
2   String name;
3   String description;
4   int urgency;
5   //1-5 rating of priority
6   Date dueDate;
7   int rewardPoints;
8   bool completeTask(){};
9 }
10
11 class CompletedTask{
12   isA Task;
13   boolean confirmed;
14 }
15
16 class Household{
17   String familyName;
18   void newMember(){};
19   1 -- * Account;
20   1 -- * Task;
21 }
22
23 class Account{
24   String name;
25   Date birthday;
26   String profilePicture;
27   void newAccount(){};
28 }
29
30 class ParentAccount{
31   isA Account;
32   void confirmTask(boolean complete){}
33   void reassignTask(){}
34   void NotifyTask(task Task){}
35 }
36
37 class ChildAccount{
38   isA Account;
39   int totalPoints;
40   void completeTask(task Task){};
41   void notifyTask(task Task){};
42 }
43
44
45 class Reward{
46   int pointCost;
47   void claimReward(){};
48   * -- 1 Household;
49   * -- 1 Account;
50 }

```

SAVE & RESET

TOOLS

LOAD

Class Diagrams

Select Example

Choose from Dropbox

DRAW

Class

Association

Generalization

Delete

Undo

Redo

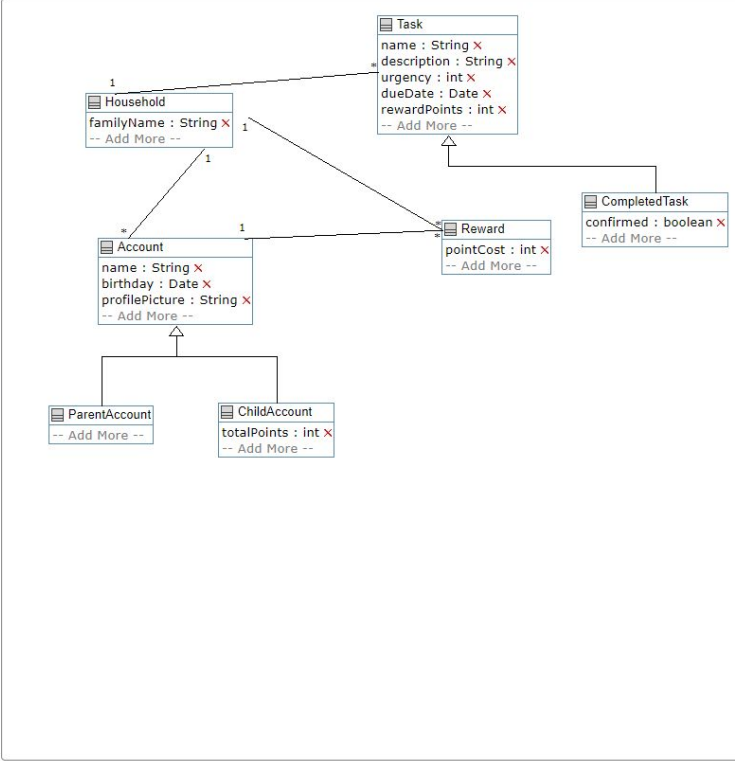
Syne-Diagram

GENERATE

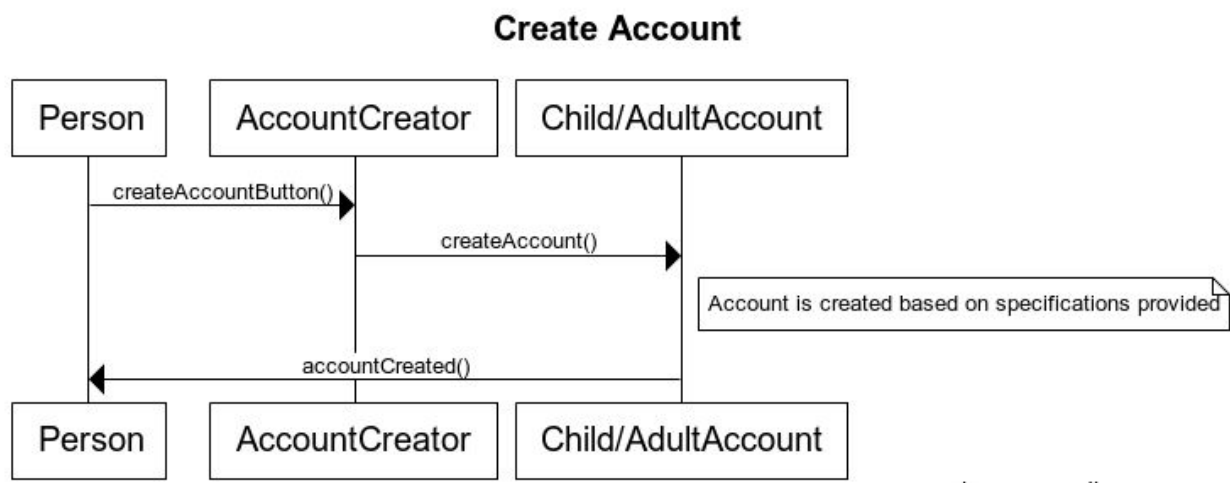
Java Code

Generate Code

OPTIONS



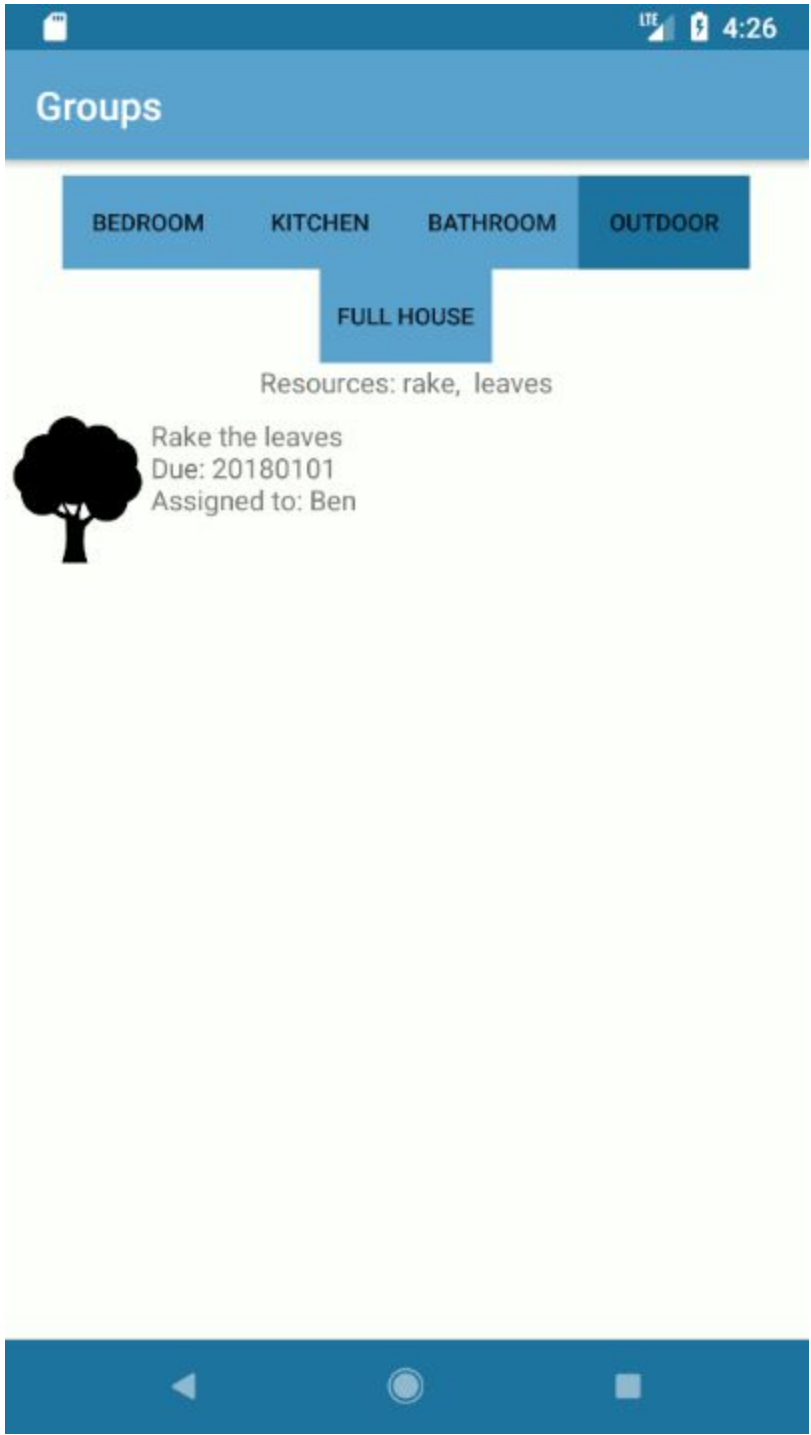
Scott



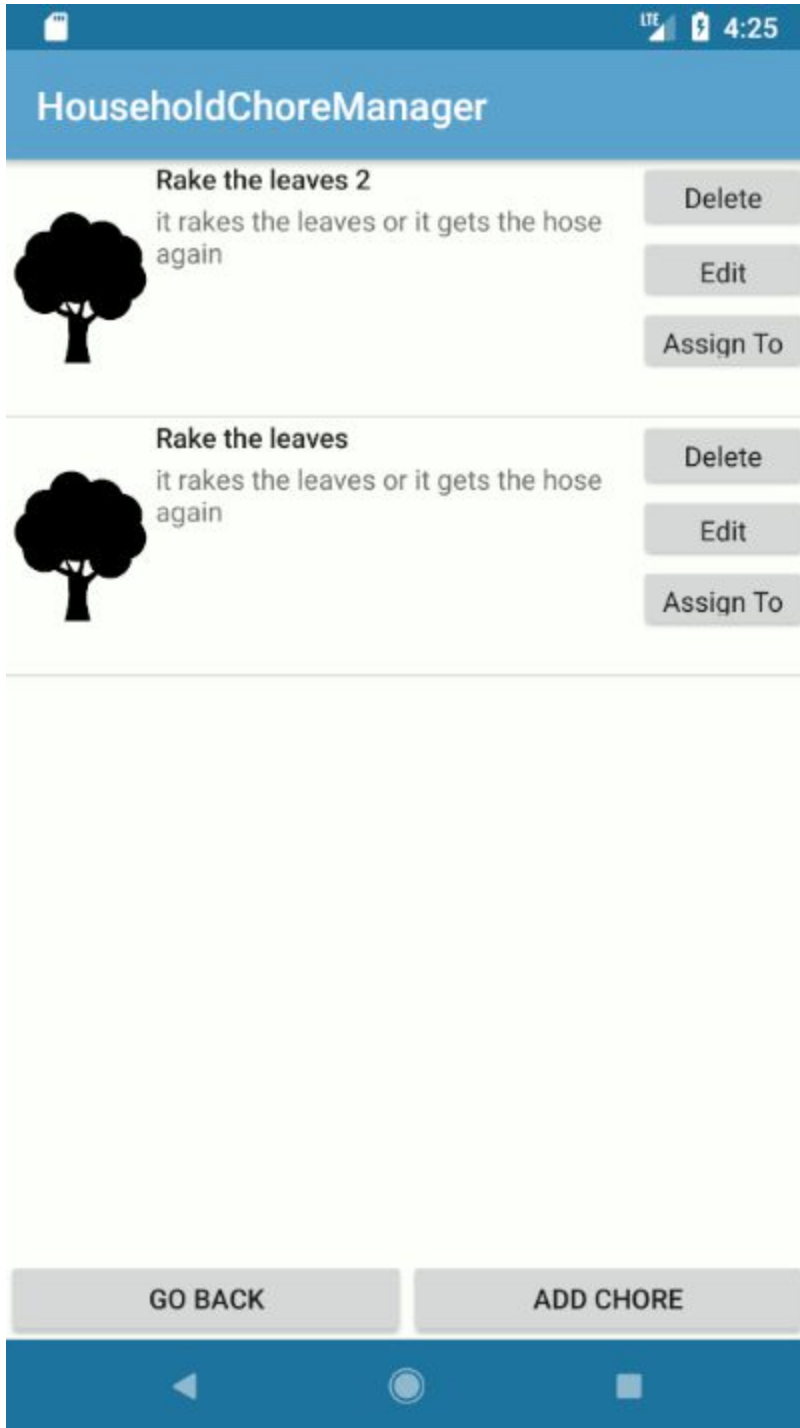
### Lessons Learned

- Some elements could become a pop-out on top of the application instead of a new window each time
- Applying more material standards, tweaking menu design
- Online functionality between phones
- *Suggestion for next year's course:* The course felt like it was trying to be two different courses put together - android development and software design. There was overlap between the two through the monthly deliverables, but it still felt too separated at the same time. This caused the personal assignments and group deliverables to feel more time consuming than they should have at times; especially when deliverables and assignments were so closely related. However, the idea of developing an android app as a final project was a really cool idea.

### UI Screenshots Below









LTE 4:25

## HouseholdChoreManager



Click on image to select group

Enter Chore Name

---

Enter Points Rewarded

---

Due Date: YYYYMMDD

---

Enter Resources:

---

Enter a Description:

---

CANCEL

SUBMIT





LTE 4:25

## HouseholdChoreManager



Click on image to select icon

Enter User Name

---

Enter Password:

---

Birthday: YYYY/MM/DD

---

CHILD

CANCEL

SUBMIT





LTE 4:26

## HouseholdChoreManager



Outdoor

Rake the leaves

100

20180101

rake, leaves

it rakes the leaves or it gets the hose again

CANCEL

SUBMIT



4:25

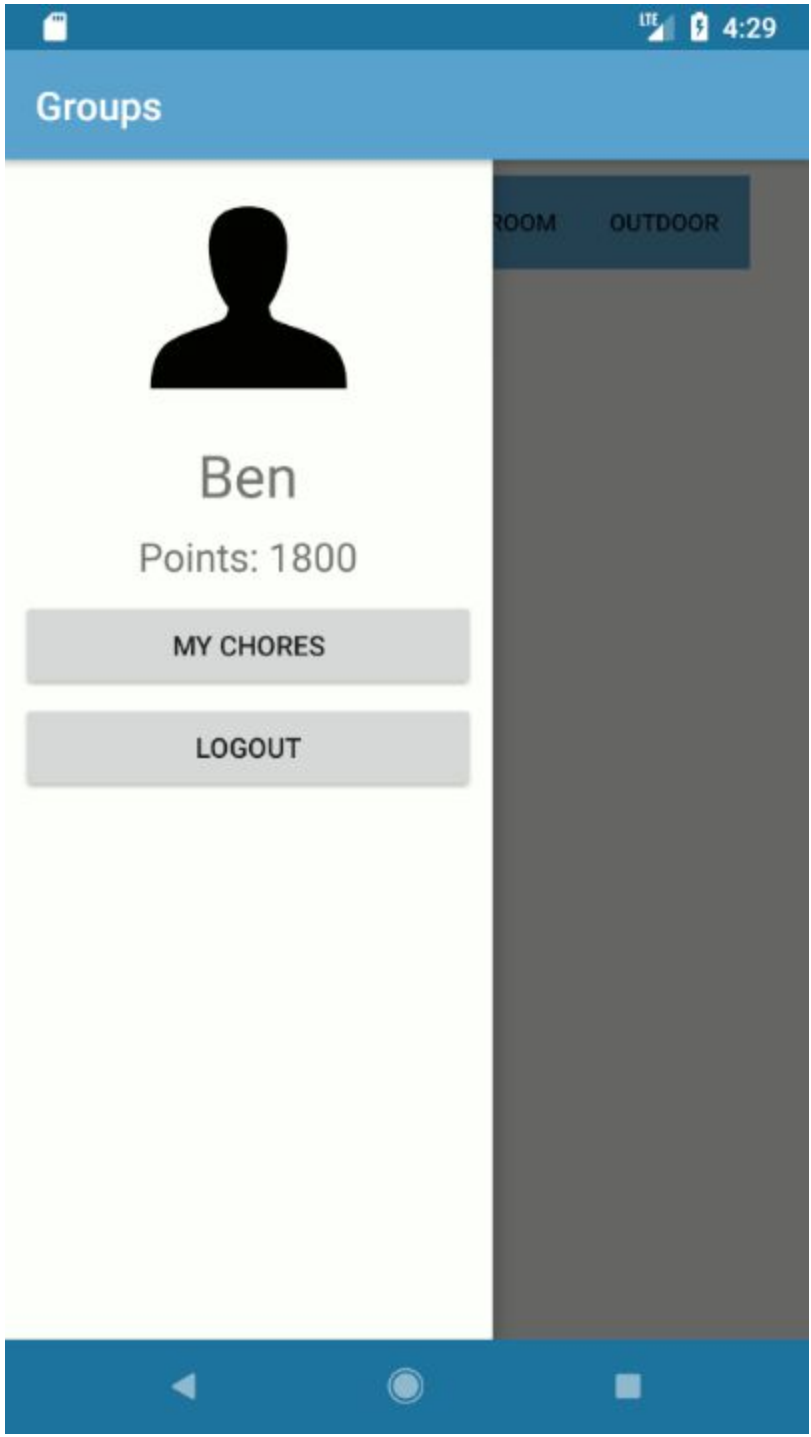
## HouseholdChoreManager

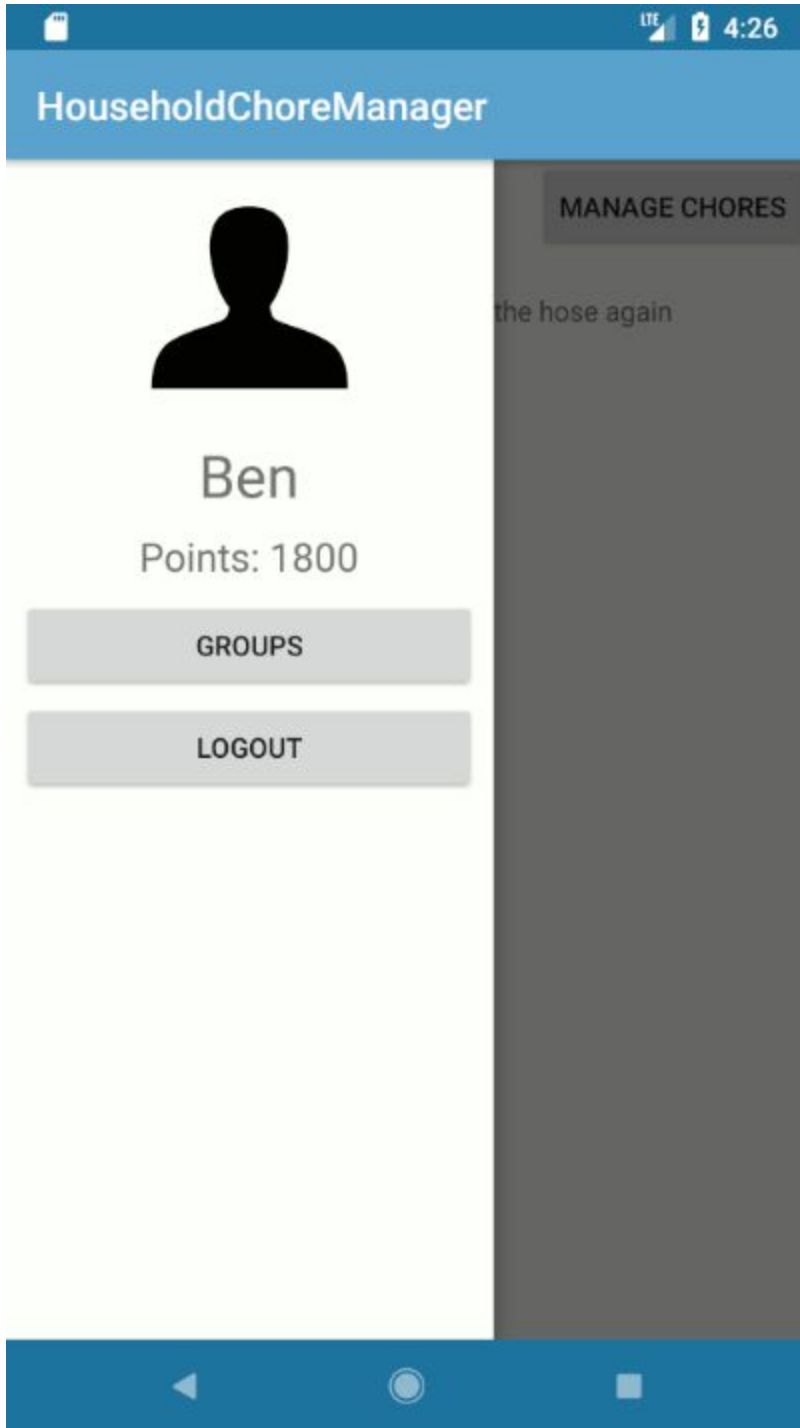


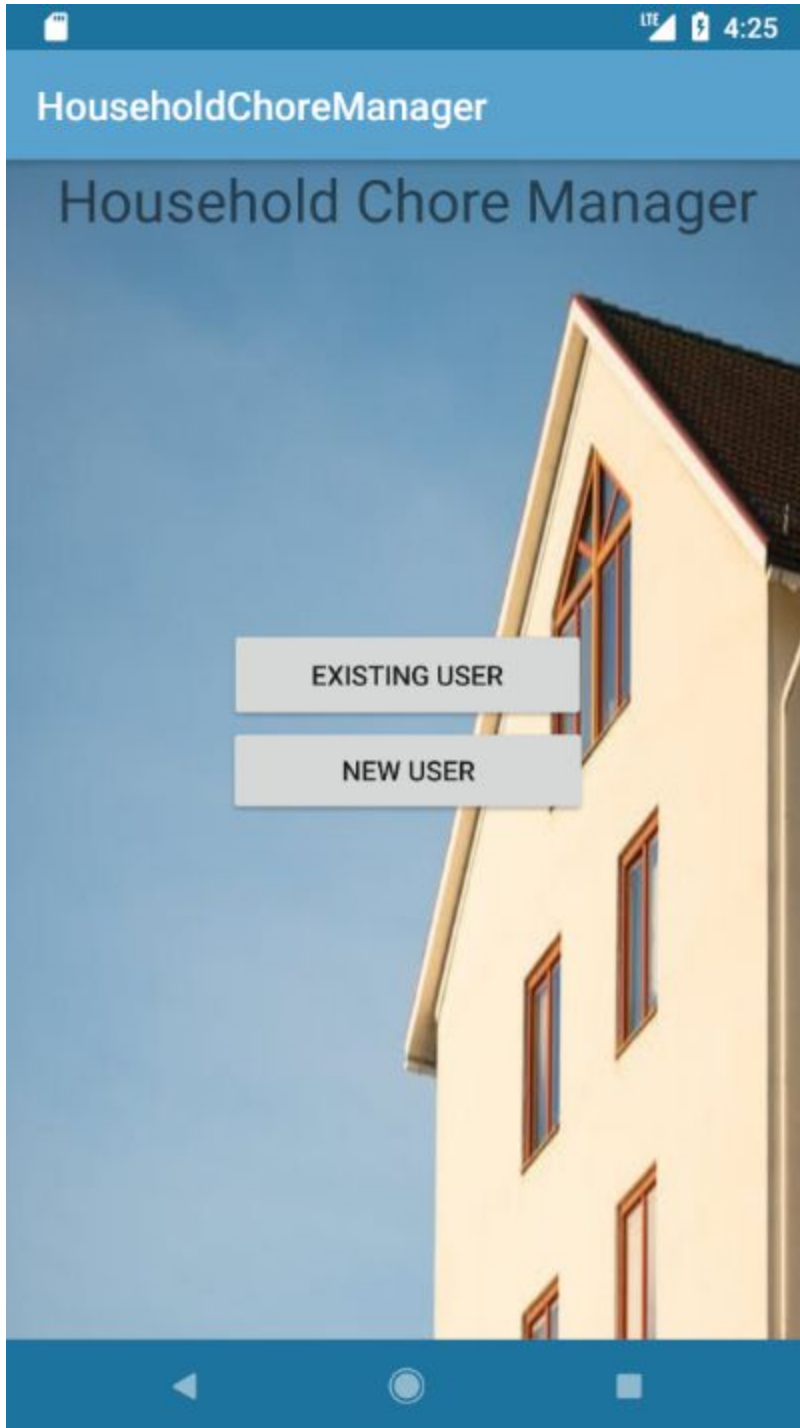
Ben

...

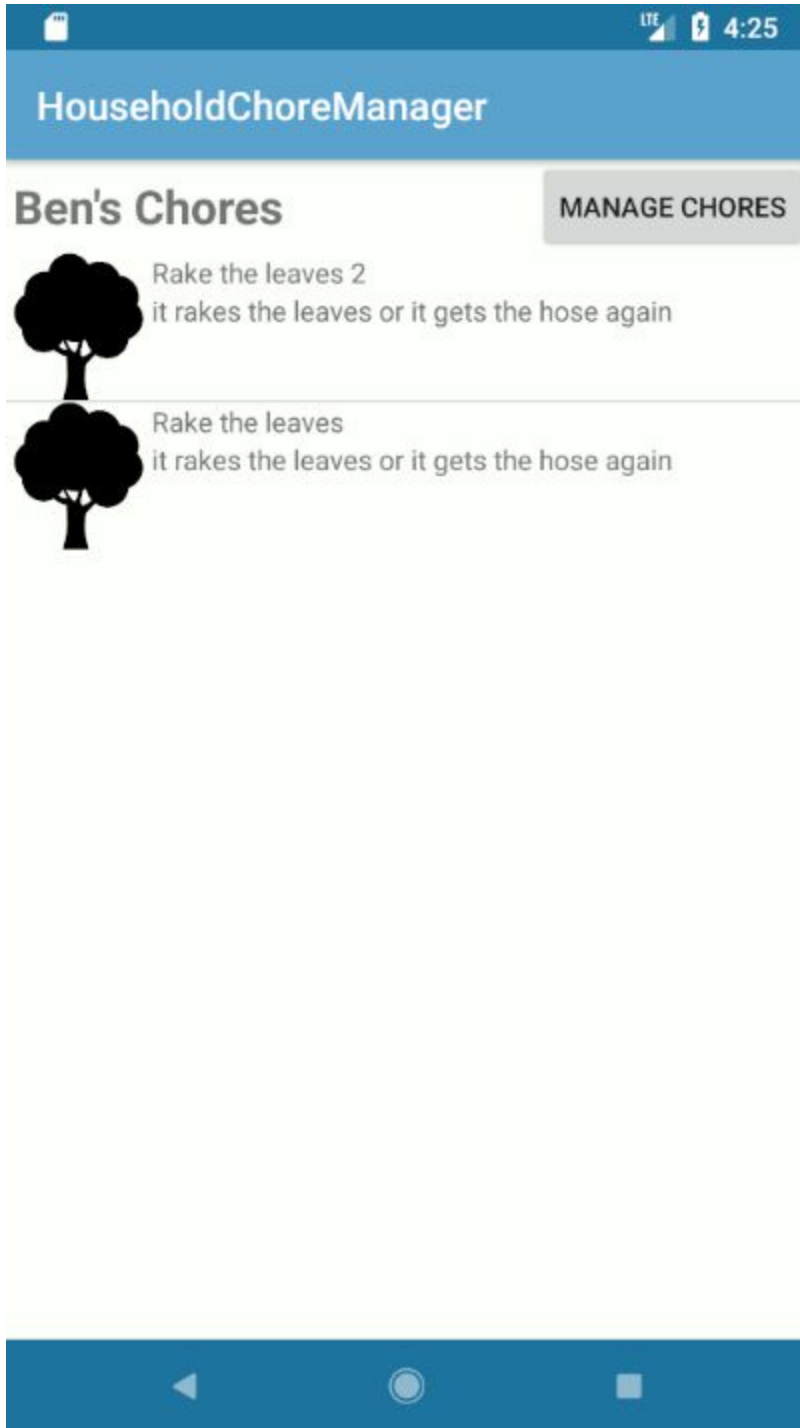
ENTER













LTE 4:54

## HouseholdChoreManager

### Rake the leaves



What You Need:

- rake
- leaves

Points: 100

it rakes the leaves or it gets the hose again

COMPLETED





