CPS 298 - ChaChing App Documentation

Designated Weekly Meeting:

Sunday Evenings at 6:00 PM Discord meeting Hosted by Jun

Agreed Upon Terms:

Focus on functionality over beautification.
Meet in person as a group 2 times throughout the project. Minimum at least once.

Team members:

Jun Sik Won - Team Lead jsikwon@gmail.com
Ben Smith - Tech Lead bewasmith@wccnet.edu
Oliver McMillen olmcmillen@wccnet.edu
Sarah Jiamjan sjiamjan@wccnet.edu
Kayvon Hemati khemati@wccnet.edu

Policies:

1. Introduction
This policy outlines the guidelines and expectations for teamwork, cooperation, and conflict resolution within our computer programming group projects. Our core values are cooperation and compromise, and we aim to foster a collaborative environment where everyone can contribute effectively.

2. Team Roles

The Team Lead and Tech Lead are responsible for coordinating the team's activities, ensuring that project goals are met, and facilitating communication among team members.
The Team and Tech Lead will take on a moderator role during conflict resolution, helping to facilitate discussions and promote a resolution that aligns with our core values.

3. Cooperation as a Core Value

3.1 Expectations

Team members are expected to approach the project with a cooperative mindset, actively sharing knowledge, resources, and ideas.
Collaboration tools, such as version control systems and discord channels will be used to facilitate cooperation and transparency.

3.2 Communication

Effective communication is essential for cooperation. Team members should keep channels open for discussing ideas, issues, and progress regularly. Regular team meetings will be held on Sundays at 6 pm to foster communication and alignment.

4. Compromise as a Core Value

4.1 Expectations

Inevitably, conflicts may arise during the project. Team members are expected to prioritize compromise over individual preferences when disputes occur.
Compromise should aim to find solutions that best serve the project's goals and adhere to technical best practices.

4.2 Conflict Resolution Process

When conflicts arise, team members should first attempt to resolve them at the individual level by discussing concerns directly. If an issue cannot be resolved at the individual level, it should be escalated to the Team Lead and Tech Lead, who will take on the role of moderators.
The conflict resolution process will involve open discussions, with the goal of finding a compromise that addresses the concerns of all parties involved. If necessary, the Team Lead and Tech Lead may seek external input or advice from other team members or stakeholders.

5. Escalation

5.1 Escalation to Higher Authority

In rare cases where conflicts cannot be resolved within the team, the matter can be escalated to the course instructor for further guidance and resolution.

6. Accountability and Consequences

6.1 Accountability

Team members are accountable for their actions and contributions to the project. Failure to adhere to the core values of cooperation and compromise may result in a discussion with the Team Lead and Tech Lead to address the issue.

6.2 Consequences

Repeated failure to cooperate or compromise may lead to removal from the project team or other appropriate actions, as determined by the project group and instructor's evaluation.

7. Conclusion

This policy is designed to create a collaborative and productive environment for our computer programming group projects. Cooperation and compromise are our core values, and we expect all team members to uphold these principles in their work. Conflict resolution should be approached with a constructive mindset, and the Team Lead and Tech Lead will play a key role in facilitating this process. By adhering to these guidelines, we can achieve successful project outcomes while fostering a positive team dynamic.

Purchase categories:

- Grocery
- Gas
- Restaurant
- Pharmacy
- Travel
- Other

System Feature:

Feature 1: Purchase Categorization and Reward System Selection

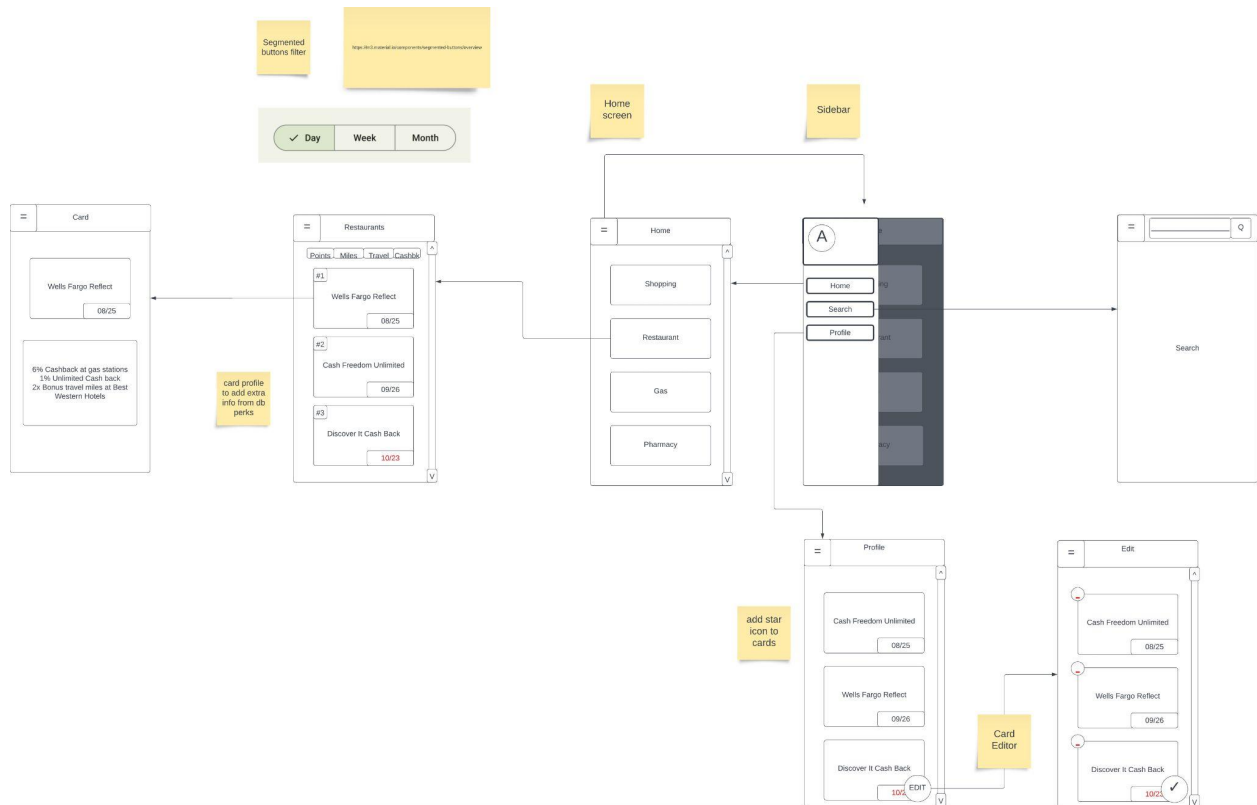Feature 2: Expiration Date Notification

Feature 3: Card Management

Feature 4: Navigation Menu
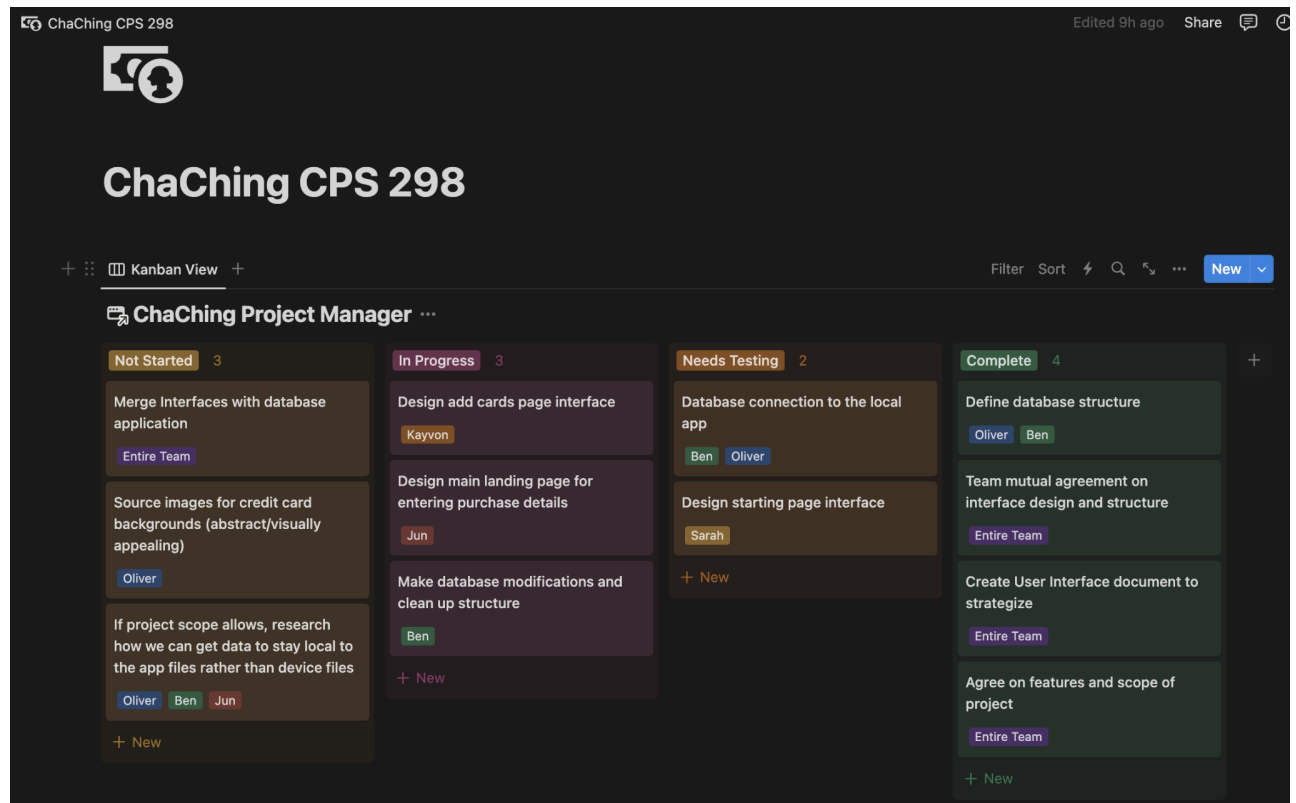
Feature 5: Points Accumulation Tracker

System Scope

The Android app project aims to leverage US domestic credit card information for calculating maximum rewards. Users can categorize purchases and select preferred reward systems. The app will notify users when credit cards are nearing expiration, and it includes a user-friendly navigation menu for easy access to different sections. Users can save, delete, and manage credit cards within their profile. Additionally, the app tracks and displays accumulated points for each card since the first download. This comprehensive system allows users to optimize credit card rewards and conveniently manage their cards through categorization, notifications, and effective user profile control.
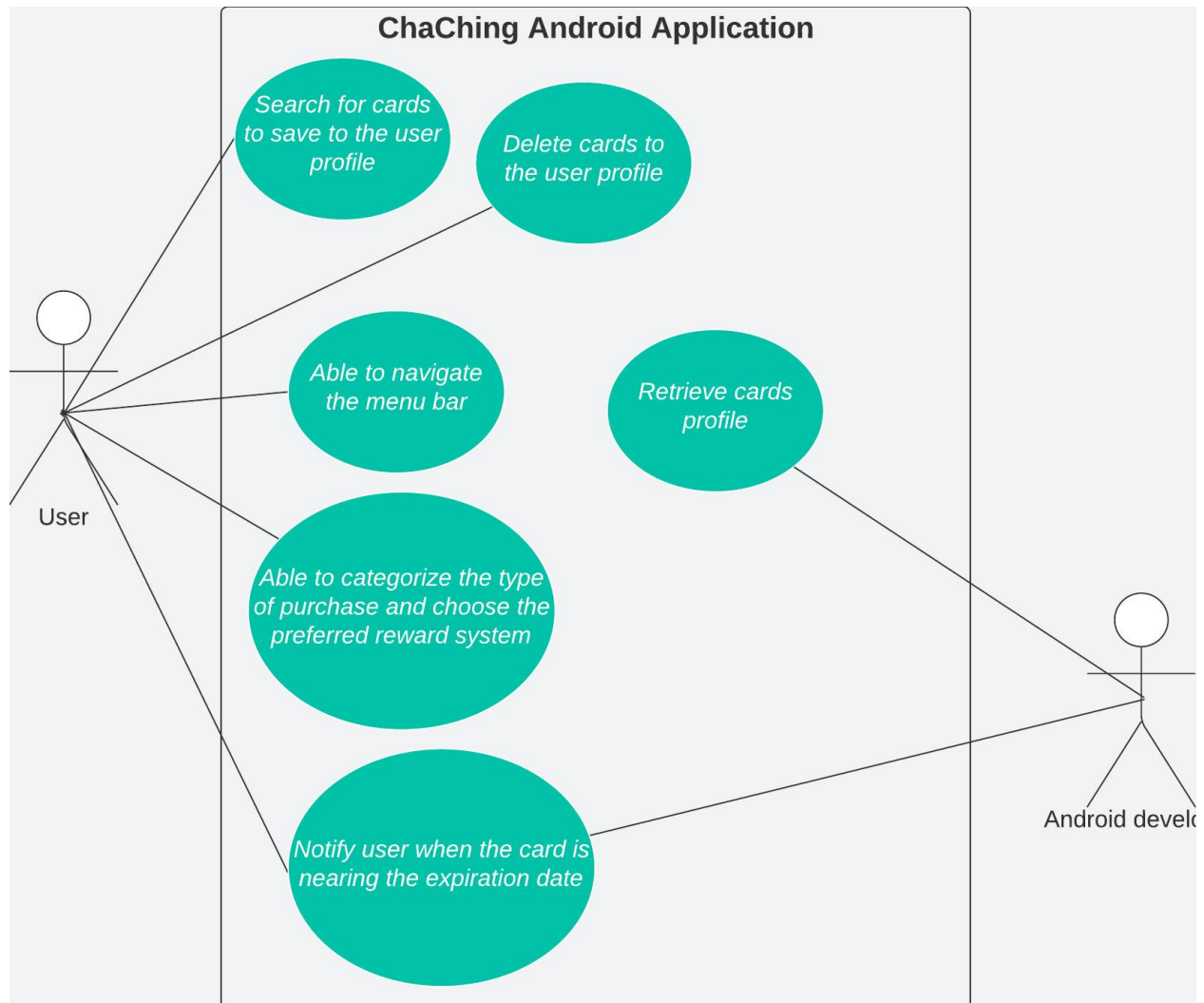
UI Design

Kanban Board

Use Case Design

ChaChing Android Application

Search for cards to save to the user profile

Delete cards to the user profile

Able to navigate the menu bar

Retrieve cards profile

Able to categorize the type of purchase and choose the preferred reward system

Notify user when the card is nearing the expiration date

User

Android devel

Sample Presentation Agenda:

CPS 298 Team Project Programming Agenda

Date: 10/08/23
Duration: 50 Minutes
Meeting Objectives: Discuss and plan project scope and project features including but not limited to Use Case Diagram, assign tasks, and ensure everyone is aligned on project goals.

1. Welcome and Introduction (5 minutes)

- Welcome all attendees.
- Briefly introduce the meeting's purpose and goals.
- Confirm the agenda and timeline.

2. Review of Previous Action Items (5 minutes)

- Discuss the progress on action items from the last meeting.
- Identify any outstanding tasks or issues.

3. Project Scope and Feature Discussion (25 minutes)

- Discuss Project Scope
    a. The purpose of this android app is to allow the user to select and utilize the credit card reward system based on type of rewards such as cash back, points or miles and type of purchases.
    b. The user will be able to compare and select different reward categories and be able to select the most efficient option to maximize the benefit of choice.
    c. We will have a SQLite database of the available US market credit card information for the user to match and include in their profile/wallet
    d. We will utilize the US domestic market transaction only to provide relevant service to the users.
- Discuss Project Features
    1. User can categorize the type of purchase they make
    2. Notify the user when the card nearing the expiration date
    3. Ability to save and delete cards to user profile
    4. Ability to choose the preferred reward system
    5. Ability to sort by Payment Network (Visa, Mastercard, American Express, etc)
    Priority Order: 3, 4, 1, 2, 5 (From highest to lowest)
- Solicit feedback and ideas from the team.
- Discuss Use Case Diagram for Project Feature Section

4. Task Assignment (5 minutes)

- Assign specific tasks related to the discussed features.
- Clarify responsibilities and deadlines for each task.

8. Any Other Business (AOB) (5 minutes)

- Allow team members to raise any additional topics or concerns not covered in the agenda.

9. Summary and Next Steps (5 minutes)

- Summarize the key points discussed during the meeting
- Recap action items, responsible parties, and deadlines.

Presentation Outline Proposal (Estimate Total: 20 min to 25 min)

1. Introduction (approx 5 min)
   a. Introduce Team: Leads, Members
   b. Introduce Project and its scope and features
   c. Explain UI & Use Case Diagram
   d. Team Project Management Structure
2. Video Demo (approx 13 to 17 min)
   a. Demonstrate and Explain Database
   b. Testing and Demonstration of the App
3. Conclusion (approx 2 to 3 min)
   a. What part of the app worked and what troubles we had
   b. What we could improve upon going forward
   c. What we learned?

Presentation Topics:
- Kayvon - UI design and progression of merging and troubleshooting the project
- Sarah - Use Case Design, Project Scope / Feature, UI design and documentation
- Jun - Introduction, overall App description, idea, brainstorms, conclusion, facilitation / Q&A
- Oliver - managing changes in database, project management style (Kanban) / teamwork strategies
- Ben - setting up database, gitHub, Technology constraints.

Presentation Link:
https://docs.google.com/presentation/d/1rZM_acVhEYDHVTypwX7WKimwIdbOjJbEn2uSrwhyw5U/edit?usp=sharing