Team	Student Number	Name	Primary Role	Secondary Role
CASA	C16377163	Stephen Alger	Developer/Designer	Planner & Communication

Week 1 (Jan 28th – Feb 1st)

Your Activities:
- Group Formation (30mins – 1hour)
  o Communication & Google Drive Setup
  o Initial Group Discussion of Projects

Reflection(s):
- Personally Could not attend initial group meeting, issue nullified by communicating individually with other members on missed discussion & proactively got involved. Good week, pleased with group member's enthusiasm and ability to communicate ideas.

Week 2 (Feb 4th – 8th)

Your Activities:
- Finalised Discussion of Projects -> Selected CommunityLife (30mins – 1hour)
- Pen & Paper Library idea generation (1 hour)
- Individual Brainstorming – Spider Diagrams encapsulating ideas for each of our 3 projects from highest to lowest priority (1hour)
- Specified Requirement Considerations merged with innovative ideas (30mins)
- Communication of these ideas back to group (30mins)
- Presentation Slide Creation 4-5 slides on why we should get CommunityLife incorporating SpiderDiagrams & Practise (1 hour)
- Presentation & Successful in receiving CommunityLife (30mins+)

Reflection(s):
- Very positive week of communication and initial task understanding. As a group we made a very good presentation show casing our passion for our first priority.
- Some of the group members specifically were very nervous about the prospect of making a presentation but we minimised this by practise. I am also confident at presenting so I took a leading role in keeping the presentation free flowing and less daunting.

Week 3 (Feb 11th – 15th)

Your Activities:
- Further Planning prior to meeting Client (15mins)
- Client Meeting & Interaction (1.5-2 hours)
  o Logging of Client Requirements
  o Presenting Ideas to client & carefully judging response
- Following Meeting -> Prioritisation & classification of key features (20mins)
- Distribution of meeting notes to group (10mins)

Reflection(s):
- Fantastic week in terms of feedback and initial hands on client interaction. A very productive and insightful meeting

where by our group members not only got to better recognise system requirements from a client perspective, we also got to understand our client from a more personal – human perspective rather than an 'actor' icon on a USE Case diagram.

- My previous experience volunteering with people on the Autism Spectrum from community groups such as Dundrum Special Olympics stood to me, but it was clear some of my group peers were not as used to being around these clients and the many requirements and obstacles these people face in their day to day lives. Had a great time talking to the clients and their Carers, very friendly and outgoing!

Week 4 (Feb 18th - 22nd)

Your Activities:
- Meeting Delegation of Development Tasks in Snackery – iOS Development & Interface design (30mins)
- Wireframing based on Client Feedback on Mobile Platform (1 hour)
- Communication with Group & meeting planning (10mins)
- Client Meeting #2: Behavioural analysis and response to wireframes presented (1 hour)
    o Grading of what worked, needs to be developed more or scrapped
- Initial Preparation for Design Document Submission (30mins)
- Distribution of Client Meeting #2 Notes to group (10mins)

Reflection(s):
- Meeting #2 was as insightful as meeting #1, however the requirements list seems to be getting longer and longer with many ideas being positively received and some just debunked altogether for a lack of feasibility.
- This being said, as I alluded to the problem list is getting quite long and We are working hard to find creative solutions to things such as Map Integration and Login functionality which will have to be re-worked to better suit the client's needs versus the standard norms when it comes to logging in with an email/ password or following 2D Google map directions.

Week 5 (25 Feb –1st Mar)

Your Activities:
- Meeting #3: project design discussion (1hour – 27th Feb @12pm)
- Meeting #4: presentation prep & project planning (3hours – 1 March @1pm)
- Designed professional screenflows, building on previous iterations.(2hours)
- Produced use case level 0 & level 1 (1hour)
- Created Database design document taking into account client data considerations (1hour)

Reflection(s):

- No lack of communication between group members this week, plenty of discussion and constructive criticism.
- Presentation went fine.

Week 6 (4ᵗʰ — 8ᵗʰ Mar)

Your Activities:
- Client meetings, I presented my up to date screenflows.(1hour)
- Further requirement gathering and publishing of requirement notes in drive. (15mins)

Reflection(s):
- Clients appreciated professional look of screen flows and expressed several key points for us to take on board going forward.
- No formal meetings, however plenty of group interaction, keeping on top of tasks.

Week 7 (11ᵗʰ — 15ᵗʰ Mar)

Your Activities:

- Completed Time scheduling plan for group, giving more practical prioritisation to more important tasks. Meaning the group can plan to complete each task in an appropriate chronological order (starting with database and listview creation & finishing with less important tasks). Also made necessary slides for my portion of presentation (2hours)
- Group Meeting – 15ᵗʰ March (1.5hours)
- Presented this timeline to lecturer panel successfully, showing a clear progression of task completion and delegation as agreed by the group. (10mins)

Reflection(s):
- Solid week, very useful planning phase forcing us to think practically about how we are to achieve each milestone in manageable chunks.

Week 8 (18ᵗʰ — 22ⁿᵈ Mar)

Your Activities: Initial coding, Running & testing Amy and Cian's recyclerview implementations
- Group code collaboration meeting focusing on initial coding, work carried out predominantly by Amy and Cian. (1hour)
- Helped with Github integration & version control with both Amy and Cian. (part of meeting above)
- Testing Code to date, recyclerview working. (30mins)

Reflection(s):
- API level potential issue on Android, discussion of

recyclerview vs listview… further debate required.
- Great start to coding.

Week 9 (25th – 29th Mar)

Your Activities:
- UX Interactive Design – designed high fidelity prototype of screenflows with transitions between each screen, allowing client group to all test the layout on mobile device in a real world style prototype. (4-5hours)
- Feedback gathering, noting the snags with the design, what didn't work effectively. (1.5hours)

Reflection(s):
- Plenty of positive feedback from the client
- Clients eager to highlight importance to text to speech.
- Navigation needs further thought, but general layout working well.

Week 10 ()

Your Activities:

Reflection(s):

Week 11 ()

Your Activities:

Reflection(s):