

Statement of Work

Justin – Team Leader

I handled the meeting scheduling and handled the timelines and milestones for the project, including helping to create the overall idea for the project as well as its more intricate details (thought this was a whole group effort). Also helped with filling in details for the final study space list (latitudes and longitudes, hours, other important details) and made the Software Architecture PowerPoint.

Yaying – GUI Designer

As the person in charge of the Graphic User Interface (GUI), I design the front-end functions of the android app. Using an online graphic design application called vectr (vectr.com), I created the background that would be implemented into the app. I used references from online and basic geometric shapes to create the background layout and images seen in the startup page of the app. Once the background was completed, I proceed to add the button and checkboxes that would allow users to navigate between the different pages.

Daniel – Processing Designer

Daniel, although formally the back-end programmer, ended up integrating the different aspects of the app made by other members (Such as Yaying' GUI and Brian's code for finding the user's location), as well as adding the other features. This included the information passed by intents to the other activities, system for displaying markers and the scrolling activity, which displays the marker information. Since he knew how the code blended together, he also rid it of its most annoying bugs such as crashing when location services are disabled and not displaying any markers when no options are chosen.

Kenny – Interface Designer

I worked with Daniel on the markers in Android Studio. My job was to make sure that our documents and overall project was pushed to Github. In addition, I made sure that all the documents were pushed to GitHub (commit and pull), so everyone can see each other's code. The Github part helped people collaborate and made it easier to see each other's commit and new code. This also helped our group clone each other's code. I also put the app to the Play Store and changed/created an APK and changed some code to make it work on Google Play. This included integrating the front-end and back-end.

Brian – Processing Designer

As the second processing Designer, I worked with Daniel to implemented many of the app functions. For my part, I used Android Studio to implement Google Map's API into our application and made sure that Daniel and Kenny were able to, understand my code and connect it all together. To build the database of study spaces that we would use for the app, I help Jenni created and distribute a survey that was posted on social media sites (e.g. Facebook).

Jenni – Documentation Manager

As Documentation Manager, I organized the documents needed for this assignment. I wrote the Project Documentation document, and compiled the statement of work. I also created the video describing the project. Furthermore, I helped with brainstorming and general ideas, such as the description page, and how to display information and hours. I also put together a survey and sorted through the submissions to create a list of the study spaces that are displayed on the map.