

A decorative graphic in the top-left corner consisting of two overlapping parallelograms. The front one is blue and the back one is a light green. Both are oriented diagonally, with their top-left corners pointing towards the top-left of the frame.

# Drinking Buddies

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# Our team

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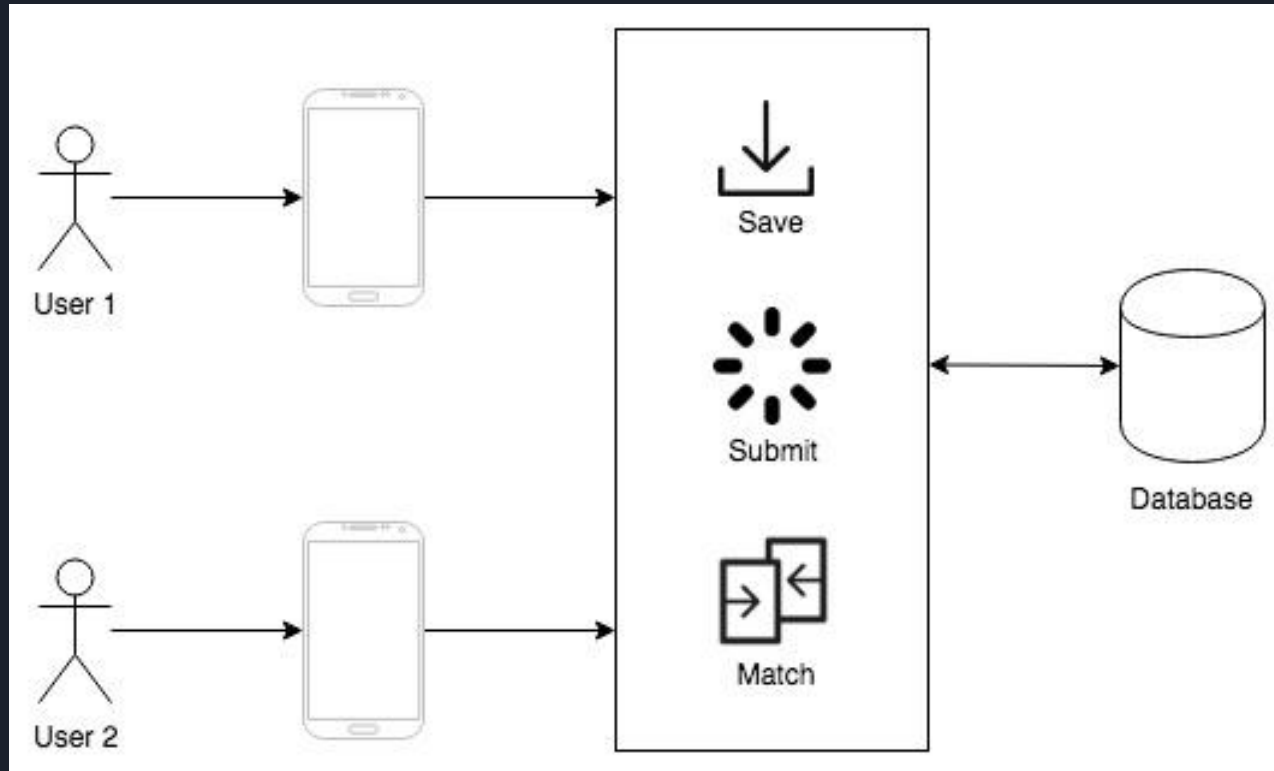


# Refresher of Drinking Buddies

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- Social platform that matches users based off drink preference and group size
- Suggests drink and establishment options based off preferences and past orders/reviews
- Targeted for users looking to meet new people and for users that have busy schedules who struggle to find times to meet with their friends

# Project Vision





# Initial Team Meeting

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- Discussed each members strengths and weaknesses
- Only 2 members studied software engineering
- Assigned relevant roles based off experience and skill sets

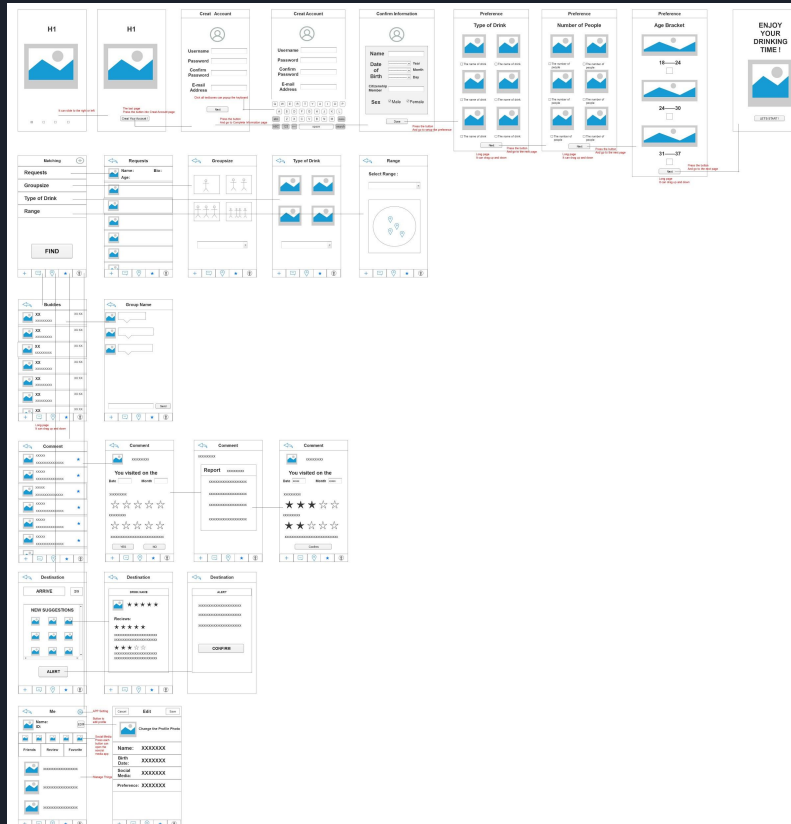


# Iteration 1 Goals - Overview

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- Design app layout
- Sign-up/Login page
- Basic UI implementation of tabs
- Server
- Database
- Documentation

# Iteration 1 Goals - Design App layout





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# Iteration 1 Goals - Documentation

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- [https://github.com/SummerProgram2018/DrinkingBuddies/wiki/Iteration\\_1](https://github.com/SummerProgram2018/DrinkingBuddies/wiki/Iteration_1)
- <https://github.com/SummerProgram2018/DrinkingBuddies/wiki/Soft-Design-Specification>
- <https://github.com/SummerProgram2018/DrinkingBuddies/wiki/Software-Requirements-Specification>



# Demo

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# Risks

Risk	Severity	Response
New Team	Low	Get to know each members strengths and weaknesses and assign relevant roles based off that
Unfamiliar with coding language/style	High	Go through online tutorials, man pages, online examples to become more familiar with Java and app development as a whole
New environment	Medium	Find locations such as group meeting rooms for a quieter space to work with less distractions. Use phones as personal hotspots when the wifi is being extremely slow
Version Control	Medium	Make sure every team member is set up correctly with Git and knows how to use it effectively
Time Constraint	High	Work efficiently during the allotted times to work on the project as well as in spare time at night after classes to make sure the project gets completed on time



# Issues

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- Downloading IDE's and emulators
- Inexperience using version control
- Internet Connection
- Unfamiliar with app development
- Android Studio crashing
- Not enough RAM to run emulators which caused computer to crash
- Merge conflicts
- Luis not having VPN so Firebase was not an option for database



# Meeting Summaries

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Date	Minutes
04/07/2018	<ul style="list-style-type: none"><li>• Group discussion sorting out individual strengths and weaknesses</li><li>• Sorted out team roles and basic tasks each member should get started on</li></ul>
05/07/2018	<ul style="list-style-type: none"><li>• Updates on where everyone was at with their designated work from the day prior</li><li>• Delegation of tasks that need to be completed before the demo on Friday afternoon</li></ul>
09/07/2018	<ul style="list-style-type: none"><li>• Discussion on what got completed in the last week</li><li>• Discussion on what needs to be done between now and the proper presentation on Friday</li><li>• Mannie to work on backgrounds/logo's</li><li>• Luis, Jonah, Aira, Wesley to continue working on App</li><li>• Jonny to continue on documentation</li></ul>
12/07/2018	<ul style="list-style-type: none"><li>• Meeting the day before presentation</li><li>• Finalising where everyone is at with their respective sections</li><li>• Jonny to work on presentation layout and content</li><li>• Others to look over and edit where necessary when completed</li></ul>



# Retrospective

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- Friday 06/07/2018 1:30pm - Refer to Iteration\_1 document
- Thursday 12/07/2018 6:00pm
  - Significant progress but not exactly as how it was intended
  - Basics of UI is finished
  - Implementation of server and backend wasn't as advanced as it was hoped for
  - Slower productivity due to a few issues the team encountered
    - Inability to run Android Studio effectively
    - Merge Conflicts
  - The issue of the merge conflicts was solved by debugging the merged code and fixing it to all work synchronously
  - The team were very cautious after that experience to push and pull more consistently
  - Full retrospective in Iteration\_1 document



# Future Improvements

- Separate log in and database servers
- Token based authentication
- Asynchronous databases like Facebook with multiple servers
- Diversifying platforms
- Graphic designed images instead of stock
- Development process