Papillon Iteration 1

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6th July 2018

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1 Iteration Goals

The goals of the first iteration is to develop a prototype to present to the users and in some situations the potential investors. The team is to work on a prototype with base functional requirements which demonstrates the concept/idea of the application. The overall goal is to demonstrate a working prototype with visual aesthetics and to validate the design.

2 Team Roles

Managing Engineer – Fengkun Zhao (Iris)
Documentation Officer – Corey Lehmann
Requirements Analyst – Ethan King Koi
Quality Control Officer – Daffa Rahman
Front End Engineers – Chris Mathew and Kausthubram Rajesh
User Design Engineer – JunZhu Fang (Icey)

3 Task Management

The tasks were split equally within the group to enhance the skills of individuals and to complete the project with efficiency and quality. The front end engineers worked on the implementation of the prototype using android studios as the idle program. The engineers will use the design sketches and concepts provided by the user design engineer. A close working relationship between the creative and

functional engineers and front end engineers is required to achieve an efficient prototype.

The timeline for the completed prototype is relatively short and well thought out plan to keep on track. A rough work breakdown and schedule was created to ensure the tasks are completed with enough time for refining and execution.

4 Meeting Summaries

- 4/7/18 Focus was on the installation and familiarisation of the development environment. As a group the approach to the app creation was actively discussed, and the schedule and process for the next two weeks of app developement was set.

- 5/7/18 Focused on the set-up of the Development Environment and Specific task delegation within the software division. Some progress was made on the log in screen and back end. As the software engineers were unfamiliar with the environment, progress was slow, but is expected to quicken throughout the week. Final documentation copies were started and for Iteration 1, SRS and SDS.

- 6/7/18 Significant progress on sign up and log in screen. Research into backend. Started Make Project Screen and View project screens. Full visualisation of the User Interface for each screen set for demonstration. Documentation draft finished and submitted.

5 Process, Methods and Tools

The front end engineers use the sketches provided by the user design engineer to create the base prototype in Android Studios. The sketches represented the key features and visual display which were earlier design using critical thinking and ideas mapping.

6 Next Iteration Planning

The next iteration will be significantly more complex with respect to detail, accuracy in user design and functionality. Incorporating a back end to the application, the useability of the app is implemented and the following features will be added:

- Project Database

- Accounts Database

- Communication between project facilitator and users tab

- Security and privacy of data

The aims are to have developed a product that could be put onto the market for the users to take advantage of and give feedback. Following that the later iterations can work on the weaknesses or feedback given by the users.