Papillion Iteration 1

Papillion

13th 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.

DAY	DATE	MILESTONE
WEDNESDAY	4/07/2018	Plan
THURSDAY	5/07/2018	Log in/Sign up home page complete
FRIDAY	6/07/2018	View mode prototyping and completion of relevant supporting documents
SATURDAY	7/07/2018	Break (visit other city)
SUNDAY	8/07/2018	Break (Optional work on prototype)
MONDAY	9/07/2018	View mode complete
TUESDAY	10/07/2018	Make Mode initial prototyping
WEDNESDAY	11/07/2018	Prototype complete by end of day
THURSDAY	12/07/2018	Refining overall model aiming to target user experience, speech organisation
FRIDAY	13/07/2018	Speech and presenting all findings, prototype of the model

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 and established database. 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.
- 9/7/18 Finished setting up Firebase and integrating databasing and information storage with the project. User data is being stored unencrypted.

Build Project Page nearly finished. Make Project Page finished and being integrated with databases

- 10/7/18 Presentation begun, using Prezi. Worked on dynamically loading iew projects from firebase. Sending email upon project application. Difficult integrating the software and conflicting resources. View project Detials page nearing completion. Data structures complete.
- 11/7/18 Begun linking up activities and compiling the individual sections of code. Inter-screen communication and progression. Update and improve documentation. Begin User Manual.
- 12/7/18 Started Profiles Page and Project Management. Viewing own projects and applications, as well as pending applicants to your project. Successfully created automatic emails. Complete, polish, and practice presentation.
- 13/7/18 Check over documentation and update with last minute changes. Clean up final version of app, and prepare demonstration. Finalise presentation slides and practice.

5 Retrospective

Overall Iteration 1 of the design progress for the ProjectConnect App was a success. The Papillion team was able to work effectively and efficiently, surpassing expectations, and achieving goals well ahead of schedule. This allowed more advanced features to be implemented in the first iteration, setting up a much improved and more accurate demonstration of the app's potential and usability.

5.1 Process, Methods and Tools

The processes and tools used in organising the team were definitely a key contributor to our success. Under the direction of the Managing Engineer and Team Leader Iris, the management, work allocation, time tracking, communication and collaboration of the team were kept well on track.

For the Front End Engineers Kausta Chris and Daffa, the following protocols were put in place. Each was delegated a particular task by Iris, with UI supervised by Icey, and each worked individually before combining their components into the final app. Progress and allocations were kept track of with the Task Board, in a Do, Doing, Done configuration. The use of coding conventions was especially critical with multiple coders working on the one project, and was enforced by the Quality Control Officer Daffa. This allowed for highly effective collaborative coding, and was very successful. In future, and with more coders

it may be necessary to use a digitised Task Board such as Trello. This was trialed, but proved not as effective as the physical presence of the task board itself.

Regarding the Documentation, to allow for collaborative contributions ShareLatex was used for documenation and Prezi for the final presentation. This significantly improved working efficiency and ensured no work was lost. Documentation was controlled by Documentation Officer Corey and approved by the Requirements Analyst Ethan

Regular 'Check-In' meetings were also held so that group members could discuss and share the progress they have achieved. These were also effective for work efficiency and allowed for other members to offer assistance in their respective areas of expertise

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 usability 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.