Task Masters
Joe Barrett, Stephen Casselman, Nathan Miller
CSC 470: Project Summary
https://github.com/Task-Masters/Task_list

Overview
The group is satisfied with our final product. We set out to develop a task assignment and tracking app for the Android platform. Based on our requirements and design plans, we met criteria for the development and have delivered a product that we feel is both functional and convenient for users.

Wrap Up / Lessons Learned
Overall we feel that this project moved along effectively. While at a disadvantage due to size of the group and the fact that we were working remotely on a product, the team was able to utilize email communication, Github, and Wrike to work through ideas and obstacles, maintain a current version of our project that team members could work from and utilize, and a project tracking system to ensure that we stayed on course and within established timelines.

Based on the original due dates set by the instructor, we were able to meet requirements of a working model. The extra time afforded was utilized, however, as minor tweaks and modifications were needed. This allowed us to present a more polished product.

Lessons taken from the project were that the team could have potentially broken some tasks down even further for better timeline planning and development. Although communication was adequate with email communication, and based on our project it met our needs, utilizing instant communication methods such as Slack would be more responsive for bigger projects.

Wrike reminders via email notification allowed daily updates as to where the project should be, and gave the team information as to the approach for the week. Github was invaluable to provide an outlet to share documentation and code for the project, while maintaining a working history of where the project had come from with progressive code improvements.

Roles
Team members were able to contribute along the way in targeted ways based on the particular needs of the timeline. Early stages of development documentation were shared and contributed to, and final stages of implementation were particularly effective with final coding and documentation of the process.
As the Project Manager, Nathan focused on the initial timeline through Wrike and monitoring progress according to our predefined progress points. Team encouragement and requests were delivered as needed to keep the project moving and on time. Working in a more administrative role, Nathan also worked a great deal with the documentation.
As the Project Sponsor, Joe was able to deliver the Requirements needed. He was also actively involved in the final product and user interface, spending much time working through the Android Studio code and implementation of our final product.

As the Technical Lead, Stephen had a great deal of insight and project input. Utilizing his past experience with the Android platform and working with teams to develop software, he was able to direct the team in technical details, backend database deliverables, and coding of the final product.

Working in conjunction, we feel all team members contributed heavily to this product and no one member was underutilized or unvalued in the process.

Testing

Project testing began early in the project utilizing the Unit Testing method. Prior to incorporation with the Android platform, back-end development began to resolve database implementation. This step allowed the team to progress through incremental development while continuing to focus on unit tests along the way. The initial hurdle was the melding of the database and user coding. At this point, testing was completed using the Integration Testing method as the two pieces were joined. System Testing was the final approach to judge the quality of the product, and did allow the team to see the system as a whole and address minor fixes in the final stages. Automated testing was not utilized due to the size of the project, but would be considered with larger scoped projects.

Conclusion

We feel the final code is easy to read and was managed well along the way. The final product aligns well with our initial vision, and the deliverable is something that would provide substance to a user's life.