**Progress Report**

**- Increment 3 -**

**Group 21**

# **1)** **Team Members**

Felipe Bergano, fb16, fbergano06

Andres Paz Vicca, aap17e, aap17e

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**2)** **Project Title and Description**

Drunk Mode. Our Android application is a chat service different from others. It focuses on members of a group being able to keep track of their friends’ locations and chat through a group chat. The application also offers the option to press an SOS alert button which would then send the user’s current location and last seen status to the group that they’re currently in. The app can also remind you to drink water, as it is specifically made for nights where you might not remember what happened the next morning.

**3)** **Accomplishments and overall project status during this increment**

We were able to get the login and register to work with the maps and group chat. We were able to display the users of the application in the groups and to get the group chat working. We have implemented being able to send alerts when a user feels at danger, this sends a notification and a link to all of the users in the circle. The notification tells when and where the sender was last seen, and the link provides access to google maps with the location of the sender. Anyone can click the link to start GPS directions to the sender’s location to possibly pick them up. We have also added the option to allow the user to share and stop sharing their location and created an alert center to see the list of all of the alerts. Additionally, the water notifications are now working and the user is able to turn on and off the 30-minute reminders.

**4)** **Challenges, changes in the plan and scope of the project and things that went wrong during this increment**

- Notifications for water reminders and chat messages were not showing up. This is because of the Android update to version 8 requires to create a channel to send notifications and we were not aware of it.

- We faced some issues adding the chat into the layout of our application. This is because we started out by building the chat. Therefore, we had built it under an activity. However, we had created fragments to have the menu bar at the bottom, so we had to find a way to adapt our code for an activity to work on a fragment.

- We did not get the implementation of the feature of the user getting a notification when users got too far away from a specific location

- We did not get to get the notifications for group chat messages code to work unfortunately even if it worked for water notifications

- We had trouble merging the notification for water minders code to our original working code since it kept causing the application to crash due to some problems with the database

- Geofencing was a really big challenge since GeoFire was not working and it was hard to research using google services version 16.0.0 and higher

**5)** **Team Member Contribution for this increment**

* Liz Parra: contributed to sections 5 and 4 of the progress report. Contributed to the functional/nonfunctional requirements of the RD document, and sections 3, 4, and 5 of the IT document. Contributed to the source code on being able to send a threat alert, being able to view the threat alerts, looking at other’s location, collaborated on the chat code, and worked on the geofencing code all for both backend and frontend.
* Andres Paz Vicca: Contributed to the source code of the group invite/join allowing users to join the circle with a unique id code, helped to set users to allow/stop location sharing and the last seen. Contributed to accomplishment and overall progress report in PR document. Contributed to the execution based functional testing portion and execution based nonfunctional testing in the RD and IT document
* Raymond Chen: Water notifications. Proof of concepts uploaded to the “Rewrite” branch of the GitHub repository. (Displaying groups, creating groups, sending/displaying messages, viewing members of a group, adding members to a group, viewing a member’s profile, and viewing a member’s current location.) Bug fixing. Assisted with the Execution based Functional Testing section of the IT document.
* Leylanni Quijano-Shafer: Unused water notification code, helped find alternative method, contributed to the login/signup portion of the source code, helped Felipe with unused alternative login and other chat and profile display methods, repeatedly tested the app as new code was created (execution and non-execution based), added to sections 2, 3, 4, and 7 of RD document, created powerpoint slides for presentation, wrote all textual descriptions for use cases and helped with use case diagram, added to sections 1, 2, 3, and 5 of IT document, contributed to all sections of progress report
* Felipe Bergano:

1. Added own section for requirement number 5, and contributed to requirements 2-4.
2. Designed and added the Use Case Diagram, designed and added the Class Diagram, and created all three Sequence Diagrams. Also helped with some textual descriptions.
3. Contributed to both Execution Based Functional Testing as well as Non-Execution Based Testing.
4. Unused alternative login code that I tried to design in order to move forward. The goal was to work with user data stored inside the database but I struggled with it. Team did a great job at keeping up so I took the role of reviewing their code and creating different, non-code, submittables. Also contributed to Leylanni’s attempt at developing the notifications.