

SCRAPBook - Final Presentation

The presentation must be a maximum of 10 minutes in length.

10 minutes in length broken down as listed below:

- a. 1-2 minute brief on Project (elevator pitch)
- b. 5 minutes on Process
 - I. Where you started
 - II. Where you ended
 - III. Team member Contributions
 - IV. Documentation
- c. 3 minutes maximum for project demo

The presentation should include a description of the contributions of all members of the team.

2 separate videos:

One that is just the brief that can be put up on the app store with the game.
Would there be any licensing issues if we don't use stock photos.

Pitch / Brief:

<https://github.com/adamhemeon/Project-SCRAPBook/blob/develop/ABOUT.md>

- 1. Marketing Pitch
 - a. Images - rock'em sock'em robots, bell ding,
 - b. In this corner - the selfie you took last week
 - c. In the other corner, some stock photo of purple flowers
 - d. Who will win??
- 2. Team Member Names
- 3. Introduction
- 4. Project Goal Statement
- 5. Snappy line: "Unless you love project management documentation as much as we do, the most exciting part of this video is already over, so buckle up."

Video 1:30

0:00- 9 - Fade in “A Nova Scotia Community College Capstone Production” Fade out
Fade in “From project team: (list all our names in alphabetical order)” Fade out

10 - 16 - Slide in stock photo of a funny selfie

17 - 23 - Slide in the photo of the bananas

24 - 41 - Them smacking each other or some cartoon smoke or a scrap of some sort.

42 - 52 - Slide out the bananas and bring the selfie forefront and shiver or shake it a bit to show it's the winner

52 - 60 - Rapid text on screen “ DO YOUR PHOTOS HAVE THE **GRIT** TO GO HEAD TO HEAD IN THE ILLUSTRIOUS SQUARED CIRCLE?” (show a stock image of a wrestling ring for a second)

1 - 1:06 Bring the SCRAPBook logo in from far away until it takes up the whole screen.

1:10 - 1: 25 Rapid text on screen “BRAINSTORM, WIREFRAME, PROJECT GOALS STATEMENTS, PROJECT PROPOSAL, PROJECT PLAN, PROJECT CHARTER, STATEMENT OF WORK, WORK BREAKDOWN STRUCTURE, A PRETTY AWESOME FLOWCHART OF THE ALSO PRETTY AWESOME WORK BREAKDOWN STRUCTURE, COLOUR MOCKUP, AGILE SCRUM DOCUMENTATION, MILESTONE REFLECTIONS... “
Bring in from far away “**FINAL PRESENTATION**”

Fade out

Process:

Project brainstorm - #brainstorm - first post

Where it started:

Android: pokemon go vein, map based game or motivator, maybe capturing parks or a treasure hunt?

Maybe a virtual pet?

Maybe a Snapchat photos pokemon battle?

Aha! That.

Colors in image would determine what type it is?

Maybe theres too many pokemon types, how about rock paper scissors?

RGB, red beats green, green beats blue, blue beats red

Rock paper scissors photos, against a computer chooses 10 photos from a set 50 stock images

Would we deploy this?

Yeah we'd have to set up a google play account, probably make it free and open source using GitHub.

How would we have people play together?

Jackbox style host with code on the same wifi.

How would we protect the users photos?

What might the code look like?

Percentage of total pixels would determine the color of the photo instead of the number of pixels

Best 5 out of 9?

Run all 9, could we tie? Can draw or tie

Mockups and wireframe - #ui-mockups / #formal-proposal

What might the the UI look like?

Told everybody to go draw on a piece of paper what the app and flow looks like, and don't talk to each other.

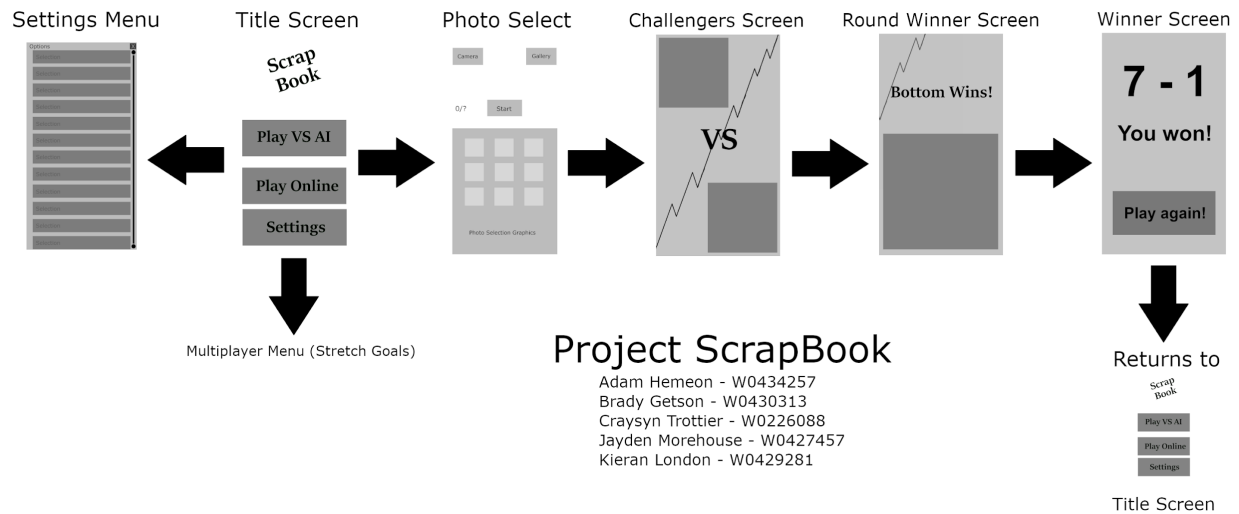
Pencil and Paper sketches

Came back and drew differences and similarities between everyone's sketches.

What types of screens did people think of? What were some features people included in their sketch? What names did we think of?

Thus 'SCRAPBook' was born.

Some of the wireframe sketches in the #ui-mockups channel



Started color sketches

Animations ideas, what might the color scheme look like?

Rock'em Sock'em robots. - image

Android colors - image

Ninja Turtles - image

Sound effects - wrestling match, two photos in a 'scrap' play-on of fighting and scrapbooking photos. Bell ding, crowd cheering.

SCRAPBook logo - image

Initial Proposal & Project Goals - #docs

Came up with a project proposal and some project goals

PROJECT GOAL STATEMENT			
PROJECT NAME	Project Scrapbook		Date Created 2021-01-18
Team Members	Brady Getson, Kieran London, Adam Hemeon, Jayden Morehouse, Craysyn Trotter		
TEST GOALS & OBJECTIVES AGAINST SMART CRITERIA SPECIFIC • MEASURABLE • ACHIEVABLE • RELEVANT • TIME-BOUND			
GOAL STATEMENT	Create and deploy an open-source, versioned Android app using Android Studio that programmatically makes use of the user's camera and photo library in a rock-paper-scissors style game as a team project by the end of the semester.		
OBJECTIVE NO.	An objective should look like this: "To design a web interface to support application."	Time Schedule	Responsible Member
1	Design and develop a user friendly UI	2021-02-07	TBD
2	Design and implement back-end logic to analyze photos for RGBA color composition	2021-02-20	TBD
3	Incorporate the use of photos from the phone's camera and photo album into the app for a more varied and personalized user experience	2021-03-01	TBD
4	Make a functioning prototype version versus the computer	2021-03-15	Everyone
5	Use XML animations to indicate the winning photo after the user and computer have selected	2021-04-01	TBD
6	Publish Android app on google play store	End Of Semester	Everyone
7	Use a public GitHub Repository to learn how to fork / branch / industry standard version control for open source projects	End Of Semester	Everyone
8	Further develop Android skills for use in industry	End Of Semester	Everyone
9	Integrate the option to play online against friends connected on the same local network (stretch goal)	End Of Semester	Everyone
10			

Project Plan - [Project Plan - Project SCRAPBook](#)

Using a project plan worksheet template provided by our instructor, we developed a:

Project justification

Project objective

Project deliverables

Talked about assumptions / limitations and feasibility / cost analysis

We then made a project Charter, Statement of Work and Work Breakdown structure concurrently.

Video, slowly scroll through (don't need to capture every line, make visually appealing)

Project Charter - [Project Charter](#)

Statement of Work - [Statement of Work](#)

Work Breakdown Structure -

[Work Breakdown Structure](#)

[Flowchart Maker & Online Diagram Software](#)

To accompany our work breakdown structure, we made a diagram outlining each of our project deliverables, and used them to outline four project milestones, milestone 0 as the planning stage, milestone 1 and 2 for coding and bug fixing, and milestone 3 for deployment to the app store

Show image of Work Breakdown Structure in draw.io, slow pan

STARTED CODING

SCRUM - #scrum

Show an example of some SCRUM documents, say how often we met, SCRUM usually lasted up to an hour due to the infrequency of meetings.

Github - <https://github.com/adamhemeon/Project-SCRAPBook>

Talk about branches / pull request workflow

Accompanying documentation - readme.md, etc

Reflections - #milestone-1 / #milestone-2

Did individual reflections, then came together and shared our feedback to create one team reflection document to pass in

Talk about UI/UX feedback he gave us

Talk about how we kept individual reflections then combined them

“Hi Folks,

I have read your Milestone #1. The big picture is that you seem to be having the experience this course was designed for you to have, which is great. This is born out by your observations / reflections on both your process and team dynamics.

Some observations / questions for you:

- I was very pleased with your observations and learnings as reflected in this first milestone.
- I still see a gap between your ‘in-process’ activities and your future planning. It may be a challenge, and you may (almost certainly) make changes to it but do try and allocate people’s time further out to activities that are not yet in process.
- Has your team given any explicit thought about UX and your application?

- Finally, have you each been maintaining your own individual reflections on this experience such that you would have material to share during future interviews? This, in addition to your overall shared reflections in this milestone?”

Project Demo:

Make the final presentation video available on YouTube with links in the description to the app and the github so we can add them to our portfolios.

Title Screen

Our title screen with some intro music and our SCRAPBook Logo. Each button is animated to show when it is being clicked. When we hit play there is a bell sound to signify the beginning of our fight!

About

A quick look at the about menu. It has information on how the game works, why we need permissions for the camera, a link to where you can find the code and all our names. This had originally been scoped as a settings page in the UI mockup.

Photo Screen

Here on this screen, we can select the photos we would like to use in the coming battle. We can use photos we take right now or photos we already have in the photo library.

Camera

The app will ask for permissions before we use our camera as normal, and a lot of tweaking went into when the user is asked permission to use their photos, and what happens if the user doesn't initially accept.

Photo Gallery

We can select up to 9 photos to be used in the battle. Too many will provide the user with a friendly message, too little and the UI still displays the number of photos that need to be provided. The start button is disabled until the user has selected the correct

number of photos. Photos can be mixed between the camera and the photo gallery or downloads folder.

Photo remove

We can also remove a photo here by clicking on it if we accidentally select one, we did not mean to or if we just do not like that one.

Battle

In the battle screen, we will be shown each of our photos plus the photo that ours is fighting against.

We get the largest primary color of the two fighting photos and compare them.

For example, if our first photo is the largest part red it will beat a green photo and lose to a blue photo. There are three outcomes: Computer wins, the Player wins, or both photos are the same colour and Tie.

In each one of these cases the app plays a sound according to the result. The crowd cheering for you winning, a crowd murmuring for a tie, and the sound of your photo receiving a hard right hook in the event of a loss.

Each photo is animated on it's way in and it's way out, and switches in between. We each took a swing at this code and learned a lot about how to pass images and make multiple animations at a time, as it stands, this is where the action is and all the moving parts start to come together, and is also where our app stands to make the most improvements.

Results Screen

Finally we are provided with a score screen, which shows the results of our battle against the computer's collection of random stock photos. And we can play again!!

As you can see, our app uses a constraint layout that can run on multiple screen sizes, but is currently locked to portrait mode.

Plan for the Future:

GitHub <https://github.com/adamhemeon/Project-SCRAPBook>

Google dev account - shared permissions

What if a group member wants to continue with the project?

- Fork the project on GitHub under a new name?
- Do we care to keep the project as is for archival / portfolio purposes?
- Take the current state of the project and copy it to a new repo perhaps?
- Assign access to the dev account
- Persist through google groups?