# My overall accomplishment and contributions

I have taken efforts in this project. However, it would not have been possible without the kind support and help of my team members. I would like to extend my sincere thanks to all of them.

I am very grateful to my professor Mr. Xiaoping Jia for his guidance and constant supervision as well as for providing necessary information regarding the project & also for their support in completing the project.

Also, I would like to thank Developers from AllState, for their guidance.

I have several notable accomplishments during this project. Probably the most notable accomplishment is, I found myself as a problem-solver. I just uncovered problems or tasks (in my modules) given by Mark or someone else, I then quickly move forward to devising a solutions for them. By doing this project, I come to know that how Agile Methodology works and how can we fit our product in it. Jarvis taught me both the aspects of a product that is, Technical and Non-Technical stuffs. By technical stuffs, I mean to say that, I learnt Heroku servers, Sensors, REST APIs, GCM and all that. And I learned a lot as a team player. For instance, I learned how to manage and communicate with such a large team, how can we work as a sub team and reports to the main team and team leader. It taught me the overall workflow for creating mobile app or any products from scratch. Like from gathering information to final deliveries.

We are a team of 8 super developers so, we decided to divide in a sub team as per the interest of us. And I was assigned for Inventory, Reminders, Preventions and Maintenance modules for Jarvis. With me, Clayton Cohn was assigned as my sub team member. So following are my contributions to the project.

1. Reminders: Creating reminders was such an amazing task to me. Because, in past I just made reminders for a static purpose and not in so much depth. But the very first task was creating reminders. And I made two different kind of reminders.

* Custom Reminders: So that user can put their own reminders by their own way.
* Default Reminders: I used “[AllState Reminder Web App](http://allstatemaintenancereminder.com)” for setting default reminders for each and all appliances.

1. Inventory: Inventory module has the list of possible appliances and again I followed “[AllState Reminder Web App](http://allstatemaintenancereminder.com/login)” to get the inventory list.
2. Prevention: In this module, I’m notifying users to check their appliances by giving notifications. Notifications have a title for that inventory, some details for that inventory and user will get these notifications at standard default time. For ex: For Sump Pump I put reminder for every 1 month. Or user has another option for Custom Reminder so that they can create in their own way.
3. Maintenance: By using this module, user can maintain their reminders. They can change the time interval as per their choice. For example: I put reminder for Water Heater for every 3 months and if user have to change that reminder from 3 months to 1 month or any of them.
4. Prototype: I made a prototype so that, any sub team can use that to create reminders and notifications. For example: While detecting some fire or moisture actions, detection team needs to create a notifications. So, that by using my prototype that can just put the data and the notification will be generated.
5. Bridge from receiving Notifications to getting Rewards: I used the Rewards sub team APIs to generate rewards after receiving notifications.
6. Making and integrating UI: I contributed some of my time for making UI and integrate them to the Jarvis. I think, there were 16-17 pages in wireframe and we divided them.
7. Navigation Drawer: This was my first week task to create a Navigation Drawer so we can put our modules and sub modules in it.

# Deficiencies of your designs or components and they can be improved

If there are one or two weeks for this projects, I would like to modify user interface. I think the more attractive user interface, will attract more users to the app. So I was planning to implement different card layouts and some animations for attracting user attentions. But due to time limitations and busy schedules, I was unable to implement them. I used some basic card layouts and basic functionalities in my modules. I would also like to improve functionalities of default reminders like wants to add shared preferences for app intro and time intervals. I also want to integrate google calendar API to the reminders. I wanted to implement “reminders thru emails” but it took some more time so I skipped it.

# Key lessons I have learned

* Time management
* Agile Development
* Model and component integrations
* Effective source controlling
* Reduce “code smelling” (code smelling = Named by Mark.)
* Gather as much as information before starting to implement
* Always keep a backup copy of previous successful version
* Keep in touch with all the modules and components of product
* Effective way of communications
* Push and Pull effectively and regularly
* Work on daily basis
* Make a notes for every day’s work or task scheduling
* Always test it before write it
* Check that your version copy is updated or not
* Always keep updated yourself from team
* Keep in touch with other team members