## Presententasjon

Intro and process (PowerPoint)

* Welcome/Agenda
  + Presentation of team members
    - Responsible for Documentation, version control & quality assurance
      * John Ivar Eriksen
      * Vemund Røe, later, also Scrum master, head developer,
    - Referent
      * Lotte Aune
    - Birthe Emilie Christiansen
      * Meeting organizer
    - Yours truly, Håkon Rene Billingstad
      * Team leader
* Beacon Agenda
  + Ill take you through our process
  + Vemund will take you through a quick demonstration of our application.
  + Afterward, Birthe will talk about usability tests and how we handled feedback.
  + Then, Lotte will talk about universal design and how we implemented.
  + Finally, John will wrap up the presentation by talking about the conclusion of our work and further recommendations.
* Teamwork
  + Great team
  + Focus on getting to know each other early on
  + Build good relationships
    - Escape room
    - Mandatory attendance in all scheduled IDATT1002 hour.
    - Makes everyone comfortable to take part and say what they feel in dev process.
    - Effective collaboration
    - Know each other’s strengths & weaknesses
      * Easier to be flexible and solution oriented
* Time usage
  + Coding
    - Scrum master, keep us on track
    - Still, has been a steep learning curve
    - Has promoted high amount of learning
  + Project report and documentation
* Process
  + Agile dev
  + Scrum
  + Daily stand ups
    - Initially failed to execute meeting

**App showcase and code (Vemund):**

* Dashboard
  + Yearly trend chart
  + Budgeted vs accounted
  + Change months and show it changes the budgeted vs accounted
  + Stats at bottom
* Budget
  + Also change months
  + Same features as accounting so will show a demonstration there
* Accounting
  + Add new income
    - Show input validation
      * Type numbers: only one comma and two decimals
    - “Coffee before presentation” – 49 nok
    - Add document (remember to have an example receipt in downloads folder in presentation pc)
  + Click document to open document
  + Also edit
* Documents
  + Display documents
  + Search for coffee
  + Open document
* Settings
  + Open location to documents folder
  + Change currency and add show negative numbers in red
    - Show dashboard, accounting and budget quick
  + Change to colorblind mode
    - Show dashboard, accounting and budget quick
  + Categories
    - New
    - Edit
    - Delete (stipend)
      * Show that all entries with delete will get deleted too
* Menu-bar
  + Help
    - Show wikis and about page

**Feedback (Birthe):**

* Usability tests (three iterations in accordance with the three defined Scrum sprints)
  + In this project the
* MMP à final product: Sammenheng
* Argumenter for og mot og hva vi endte med.

Universal Design (Lotte):

* + Måten vi har møtt WCAG 2.1 principle 1 – perceivable
    - Non-text criterion
      * Connected table view or text for each chart
    - Information and Relationship
      * Visual relationships available through text / screenreaders
      * In Scenebuilder, accessible text, help, role and role description has been added
    - Meaningful Sequence
      * Content presented in a logical and readable order
        + First explanation of what the table view is displaying, then category
        + Compatibility with screenreader,
    - Sensory Characteristics
      * Expenses have a minus sign in addition to the red writing. Clearly marked that it’s an expense
    - Use of Colour
      * Colourblind mode
      * Discussion

Interaction design one (Lotte):

**Conclusion:**

What worked

What could be improved

* UU
  + Patterns in diagrams for colorblindness
* Application features
  + Import/export
  + Database instead of single files
  + “Add category” button on accounting entry
  + Recurring entries done better with database, editing, deletion
  + Deleting category = delete all entries. By design, but not optimal.

Success

* Teamwork and cooperation
* Building a functional application
* User testing, feedback and redesign