

Introduction

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1. Introduction

This is a third attempt of a project to design a mobile application for a developing Taxi Company. It was originally programmed for the iTunes store, using the development tool XCode that uses the programming language Objective C.

2. Background

The first group was unable to finish in time, which meant the code was incomplete, the documentation was poor and there was a lot of work to be done.

On the second attempt, the group spent a lot of time understanding the project, pouring over the code and documentation to understand it. Having gained a good understanding of the project, they firstly improved the documentation to make it easier to understand. When the group proceeded to tackle the code, they encountered problem after problem. They came to the conclusion that the group preceding them had no implemented some features they claimed to have done. This led to the application being submitted incomplete.

3. Plan

This time, on the third attempt, we have decided that the application as it currently stands is filled with too many bugs and problems so the decision was made to start again from scratch.

As it is being start from scratch, everything can be changed for the better, including what programming language to use to code the application. The original was programmed in Objective C, which given time can be learnt and the application finished without restarting the coding process, but as both of us have a much firmer grasp on other programming languages, such as HTML, CSS, Javascript and PHP. It was decided that we would program the application in these languages instead. This actually works out nicely as the database created for this application was created using MySQL, which works very well with PHP.

Being coded in these languages means that we can submit this application to the Android store. This, however, does not mean that this application will no longer be available for the iTunes App Store. Once the application is complete, there is a way to run the application through XCode to create an Apple friendly version.

4. Conclusion

The application, first being programmed for iOS, will now be programmed with the goal of submitting it to the Android App Store, using HTML, CSS, JavaScript and PHP.

5. Revision History

Name	Date	Reason
Christopher Kelly	12/01/15	Document Creation