

December 5<sup>th</sup> 2018

# **Deliverable 4: Final Report**

SEG2105A/B – Introduction to Software Engineering  
Fall 2018

School of Electrical Engineering and Computer Science  
University of Ottawa

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**Fnord**

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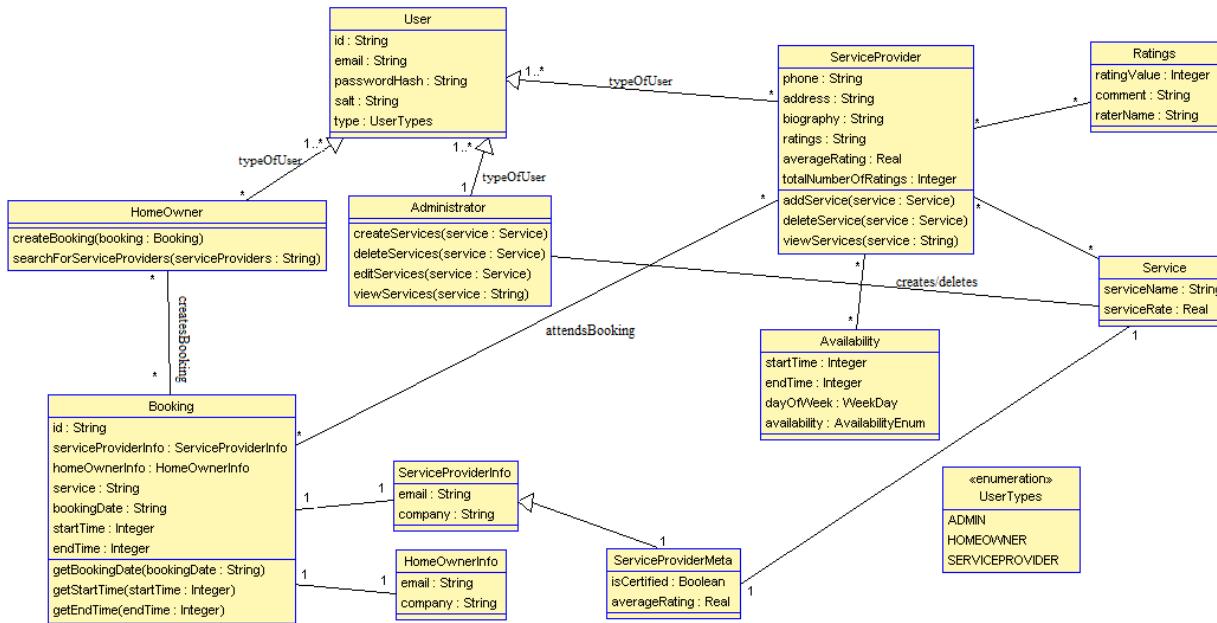
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# Introduction

Fnord is an Android application for home owners who are tired of doing chores. This application aims to provide users with an easy to use system to hire other people to do services for them.

The aim of this report is to outline the development process and the functionalities of the Fnord app. It includes contributions from team members, the app's (UML) design diagram as well as a walk-through of the app's UI.

## UML Diagram



## Contributions and Corrections

### Roles

Team Member	Deliverable 1	Deliverable 2	Deliverable 3	Deliverable 4
Liam Wilford 8807534	UI (Activities)	UI (Activities), toasts and fixes	UI (Activities)	Service search, Rating comments
Graham Littlewood 300013668	Text field validation	5 unit tests, CircleCI integration	Unit tests, Availability logic	Unit tests, Homeowner bookings, Final Report
Subhan Sediqi 6789148	APK testing	App rewrite, UML	UML, User information	Rating UI, Service rating

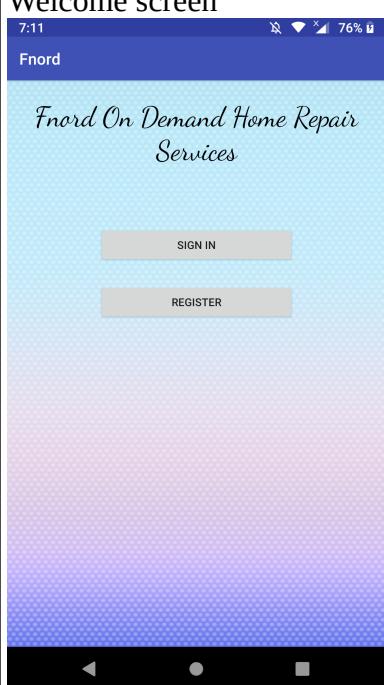
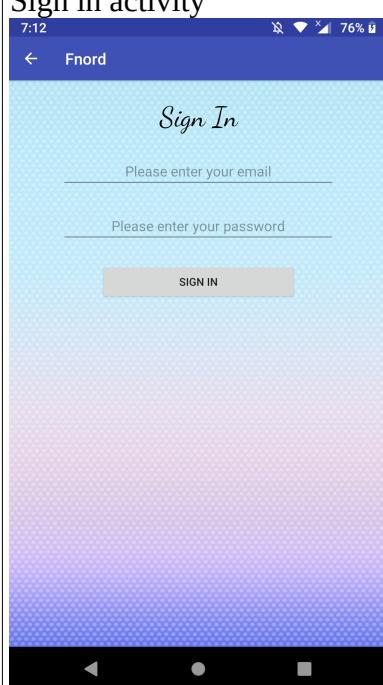
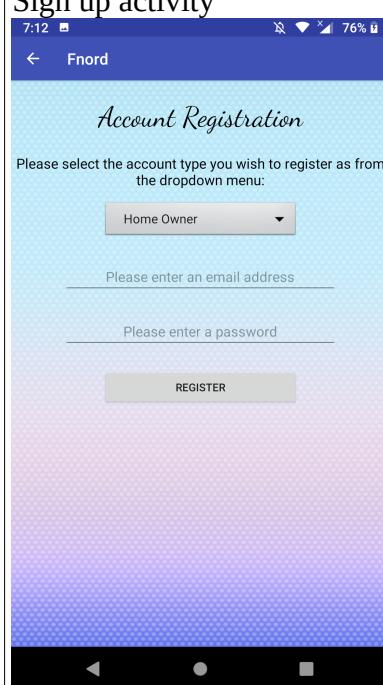
				logic and structure
Natalia Maximo 8756866	Backend (account creation)	Text field validation,	DB implementation, Availability logic, User information	DB implementation, Booking logic and structure

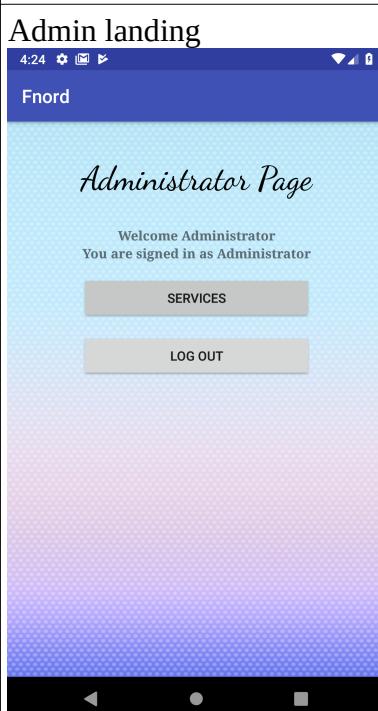
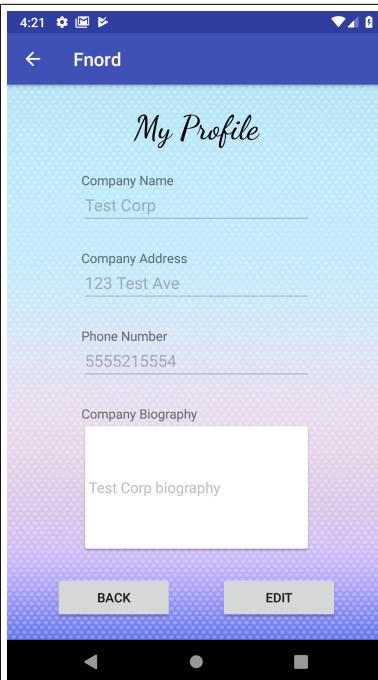
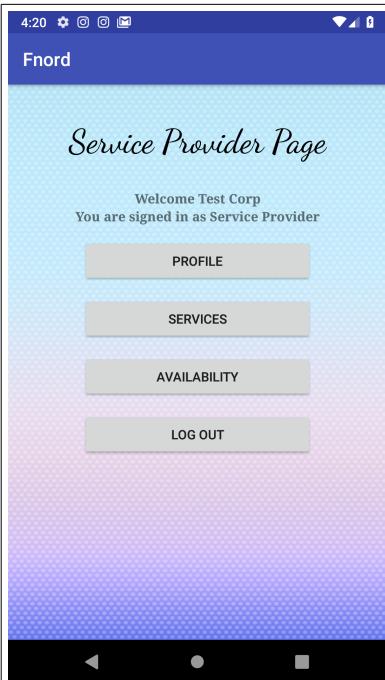
## Contributions

Team Member	Deliverable 1	Deliverable 2	Deliverable 3	Deliverable 4	Total Git Contributions
Liam Wilford 8807534	20%*	25%	25%	25%	(Leestea) 2,872 ++ 312 --
Graham Littlewood 300013668	20%*	25%	25%	25%	(NGnius) 1,015 ++ 295 --
Subhan Sediqi 6789148	20%*	25%	25%	25%	(ssedyl) 2,665 ++ 1,657 --
Natalia Maximo 8756866	30%*	25%	25%	25%	(taliamax) 11,476 ++ 11,455 --

\* fifth member contributed 10% to Deliverable 1

## App Screenshots

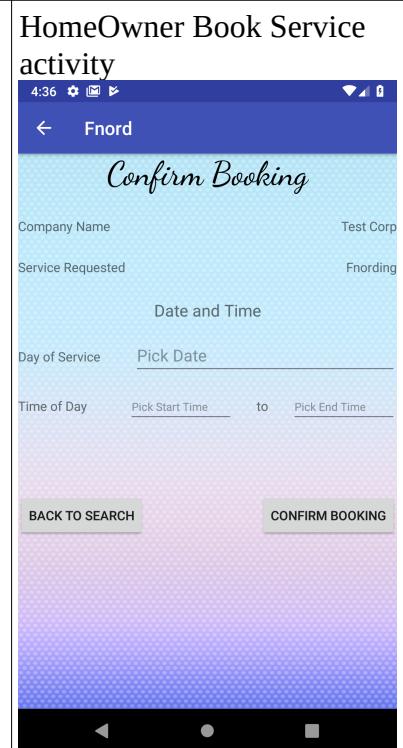
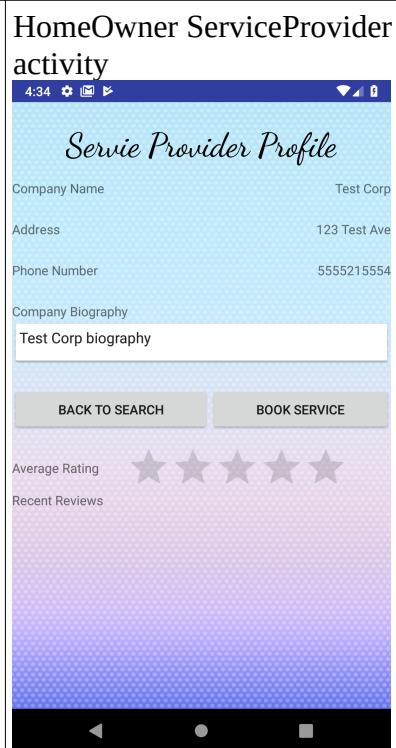
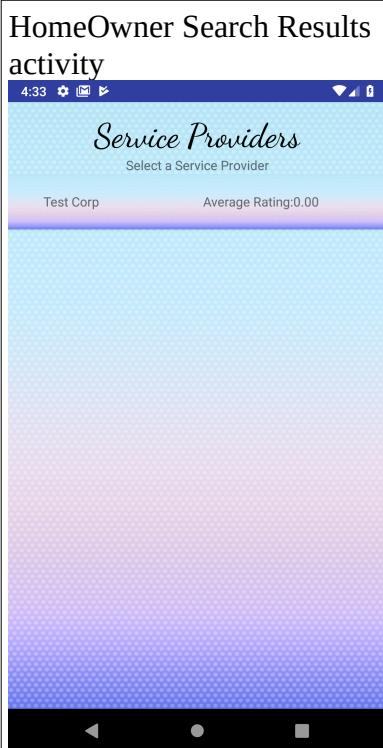
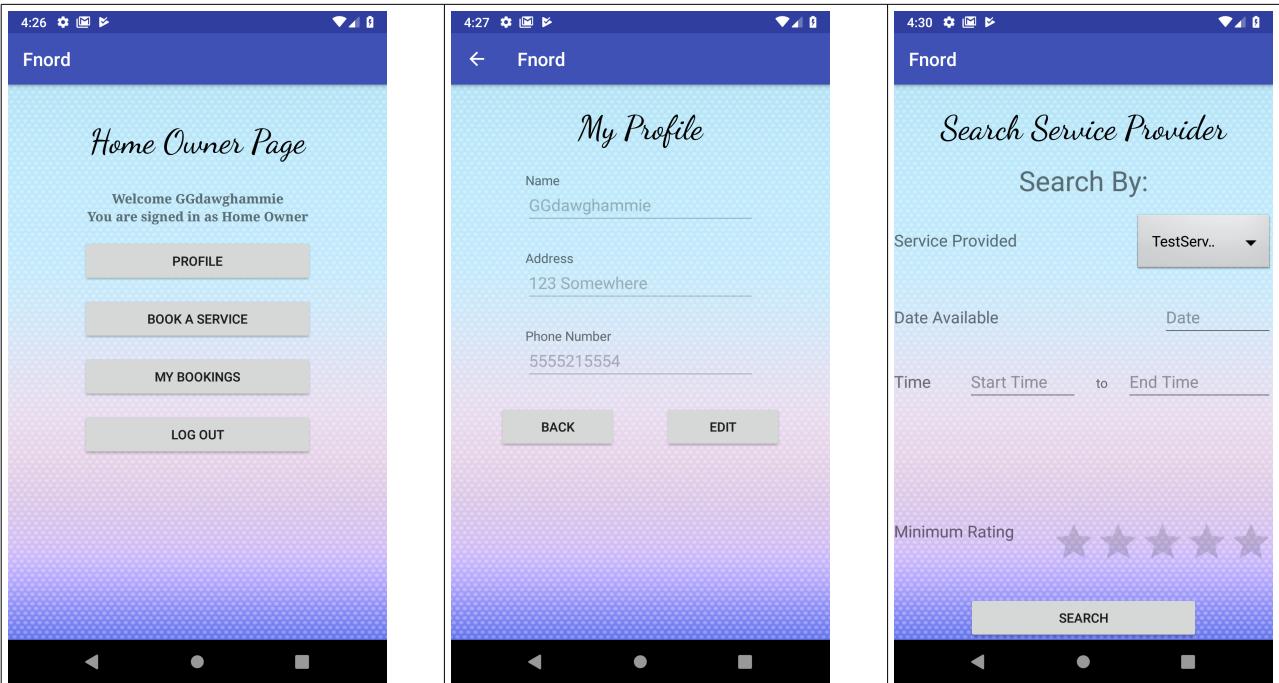
Welcome screen	Sign in activity	Sign up activity
		
ServiceProvider landing	ServiceProvider profile activity	View/Add service activity



HomeOwner landing

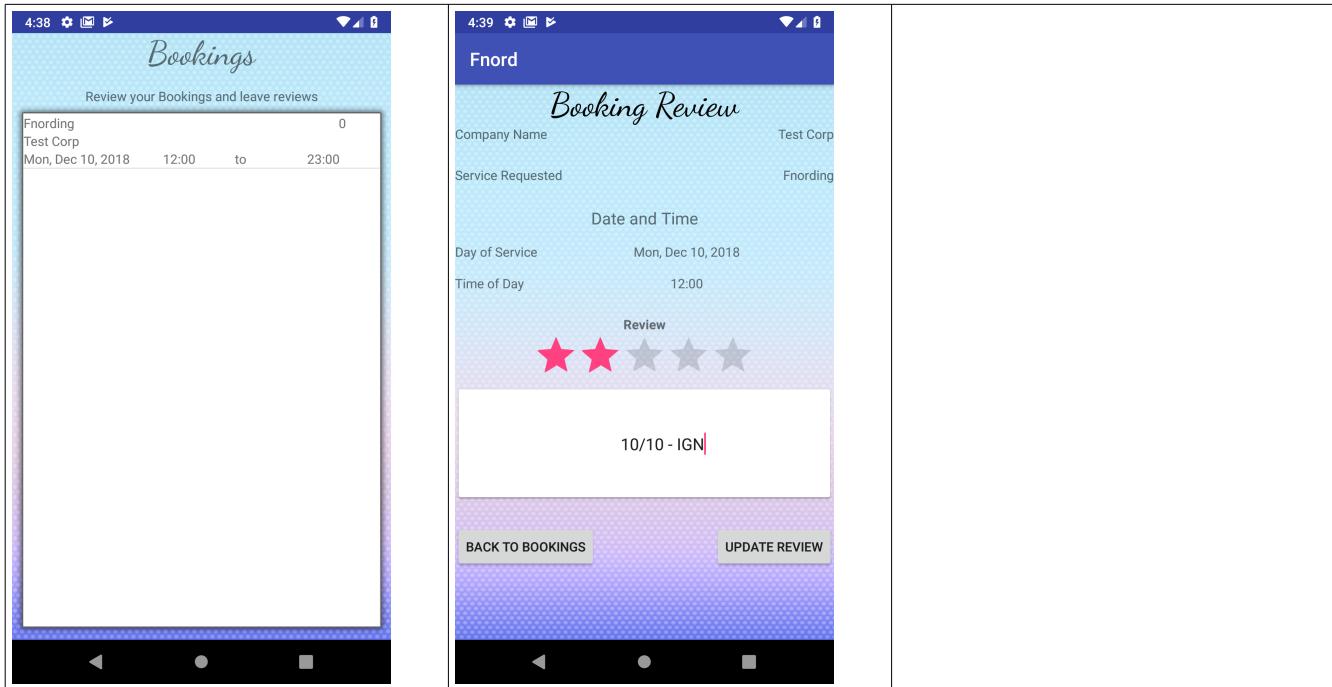
HomeOwner profile activity

HomeOwner Search activity



HomeOwner Bookings activity

HomeOwner rating activity



## Lessons Learned

We learned that group communication to make sure everyone knows what's happening and what needs to happen are very important in making sure the group can meet deadlines. Face to face meetings are quite effective in that regard.

Teamwork and a good team dynamic are integral to group projects. Having one person doing all the work is not feasible nor fair. Furthermore, if one person is stuck on something, the rest of the team can help them work it out instead of them staying stuck and causing the team to miss the deadline.

If we had to redo this project, we'd try to plan most of the features across all 4 deliverables from the start to reduce the amount of code refactoring. Code refactoring delayed the start of work on the next deliverable at least twice across the four deliverables, which could have easily been avoided with a bit more foresight.