

Presentation Script

Slide 1: Intro (Justine)

Hello and good morning! We are team Pulaski, aka Project PAT (Physical Activity Tracker).

Slide 2: Team Members (Justine)

The team consists of Cameron, Justine, and Michael. We basically all started with the role of managers. We decided to not have one person for the role of manager because we felt that this way it's fair for everyone. In the end, we all fell into different roles than we started. I was doing front end work as well as starting the final report and documents. Michael did Full-stack development assisting Cameron with the back end, which was done in a pair programming style for the database as well as doing the view and controller for the login and stats page. Cameron ended up as the manager's role, directing when things should be done, scheduled meetings. In terms of programming Cameron did full-stack, however went more towards back-end and leaned on the group for front end.

Slide 3: Project Idea (Justine)

Our team's project idea was the Physical Activity Tracker, to provide and promote a service that assists in tracking and recording physical activity to view personal progress. Our platform will allow users to store their activities and routines. With respect to our MVP one was to allow users to register and log in to keep personal infos stored in the database, the calendar functionality to allow users to select any day in the past, present or future and log or plan physical activities ahead of time, and lastly allow users to set goals and see the progress they have made.

Slide 4: Project Design (Justine)

As for the project design from our initial low-fi to high-fi, we were pretty much close to the final outcome. Though, One major roadblock we faced was the functionality of the calendar, at first it did not look as well as function as we intended it to be. But we eventually figured it out at the last minute and got it to work and testing. We have also modified our homepage a bit, removed the notification and replaced it with the users progress. We felt that we didn't have much content to put in, as today's activity pretty

much showed the tasks and thought it made sense to put the users progress instead. For the Github Kanban we could have definitely utilized it more and made it more specific. We end up not using Kanban as much and basically just use it once and a while, doing major changes instead of many small ones. If we were to redo the project or kanban now, we would have made the kanban board more specific to the code to write (E.g. Stats page controller) and updated it at the start of every meeting.

Slide 5: Diagrams (Michael)

The diagrams that we found the most valuable were the low-fidelity and high-fidelity diagrams because they were great tools when it came to how we wanted to make the user feel when interacting with our program. The low-fidelity diagrams that we created were great in combining our design choices because it allowed us to see each other's visions and goals when it came to the interactivity between the pages and the experience that the user will have. The high-fidelity diagrams on the other hand essentially planned out our entire view in a short period of time and it was an excellent time saver when it came to the front-end design of our program.

Slide 6: Feedback (Michael)

For the peer feedback, one of the major concerns was the organization of the documentation and the file types. We made improvements by creating folders to organize the files better and added them to the appropriate location, as well as updated the files from word to a pdf form to improve readability. We also made sure that the project wiki is updated and the correct files are present. All in all, the feedback that we got was informative and excellent. Tim, your comments provided professional feedback that allowed us to improve the areas that were lacking and generally improve the deliverables between each scrum meeting. The comments provided by team Picard provided distinct responses on areas that were of major concern when it came to documentation, and we are grateful for the feedback that was given.

Slide 7: Project Demo (Cameron)

- + Register
- + Login
- + Set up stats
- + Log and activity for that day
- + Add a new activity to the db
- + Go back to the home screen
- + Select Saturday

- + Log out
- + Log into “potato”
- + Show a past logShow that the plan made is displayed on today’s home screen
- + Edit potatoes goals

Slide 8: Team Reflections (As a team)

Q1: (Cameron) We feel we might have bitten off more than we could chew so to speak, anything labeled nice to have quickly became a “well if we end up with the time” and as a group, we didn’t know what we were and were not capable of before starting.

I feel given our skills before and after the project, I would say we did have some success but, there is a lot of work to do on these skills as a collective. We liked working with the MVC architecture and the dynamic nature of our project. We didn’t like our lack of experience leading to some questionable choices once programming commenced.

Q2:

As a team, we think the teams most proud of is the dynamic aspect to our site. With the views being different from other users, as a user you can have and choose different goals and progress. As well as view and track their own personal progress. (Justine)

Q3:

Cameron: My front end skills are lacking, especially when it comes to colours and non-functionality related things. I was much better at thinking function over form.

Justine: I learned that I preferred working in the front-end better than back-end. Basically, the lack of experience in the back-end showed and also practiced more with the front-end.

Michael: I am about average when it comes to full-stack development, but I think I was most valuable when it came to pair-programming and providing assisting logic advice and recommendations between the controller and model-based architecture.

Q4: (Michael) This project was excellent at allowing us to get our feet wet when it came to full-stack development within a group structure. I think the experiences that we made showed that none of us enjoy working with all of the aspects of full-stack development, but that allowed us to grow and understand that we would probably do better only doing a single aspect of the MVC architecture.

Slide 9: Feedback/Questions

(Michael) Does anyone have any questions?