We decided very early on that we would be making a project management app after our other ideas didn't hold up to scrutiny. The idea was originally Carolin's. After this point we (Carolin, Kin Ho, Marco and myself) went our separate ways to learn some more of the basics of android development. Marco missed a few meetings early on due to unforeseen circumstances and in our second meeting I took the role of leader.

I took the role of leader because it seemed like my teammates didn't want to and I felt it was an opportunity to learn some leadership skills which I felt was sorely lacking. This meant I oversaw arranging meetings and delegating work to my teammates.

We all decided to work on separate functions of the later app, and we would join them together later. I set up a GitHub repo for the app so that we could all collaborate with each other and we all continued to work on separate features. I added each member to the repo, and we all tried to learn how to use it which was a steep learning curve for us.

When the groups joined together and Rachel, Eoin and Sushant joined our group we decided to keep going with our original project management app. Rachel was a great help as she was far more experienced than the rest of us in java and git. She taught us all how to use git appropriately which was something we were all struggling with. In addition she took note of everything that was going on in each meeting which helped us to stay on track.

We continued working on the app as usual until the closure of college and after that we had regular zoom meetings for a few weeks. I'll admit that as the weeks out of college went by I personally stopped working as hard for while and I called fewer meetings. I think many of us became a bit disheartened for a while but I definitely should have kept up a higher standard of work for those members of the team who were still working very hard and I feel that I let them down as a leader.

In the last week or so a lot more work has been going on and we managed to get a lot of the app working at a much higher standard. Some members of the team really put in a huge amount of effort and made some big changes to the app.

Carolin, Kin Ho(Glen), Rachel, and Eoin all did an extraordinary amount of work on their parts of the app. Kin Ho came up with the idea of using firebase. Rachel was really instrumental in getting anything done. Carolin did everything to do with UI and Eoin's code really helped me to write my own.

Marco produced a lot of work at the start but after college closed he became sick and his laptop broke which really inhibited his ability to contribute. There were some personal issues that made him hard to reach for a while.

I found it very difficult to get Sushant to do anything until the end of term when he put the presentation together. I feel that he did do a good job on this.

Personally I feel that I could have done a better job a lot of the time. I should have tried harder to get certain members to do work. I failed to meet my own deadlines as I had trouble with some of the work. I should have been more able to ask for help as members of the group were immediately helpful when I was stuck on a particular problem. I feel that overall the group worked quite well together.

Personal experience report

Eoin Lynch
17329728

I came into this project from another group. I took over the calendar from Marco who had been working on it up to this point. There were several goals for the calendar app including database support, event management and GUI optimisation. We, for the most part, effectively distributed roles across the group. We regularly met to update our progress and assign new roles. I successfully implemented the calendar (firebase database integration, event creation/deletion/view, ordering by time). Carolín and I also presented our project to the class at short notice due to Sushant opting out at the last minute. Not only was this a setback to our presentation it was Sushant's opportunity to contribute as he contributed no code over the course of the project. In the end Sushant made the video for submission. Most members cooperated well and there was plenty of help if one was stuck on a problem. Rachel particularly helped with getting everyone using Github and solving conflicts. Rachel also set up the firebase database, developed the signup/login screen and added group management across the app. Carolín initially worked on the messenger before handing that off to Conor and working on the overall design, logo and UI of the app. Conor worked as group leader coordinating meetings/zoom conferences and on implementing the messenger with firebase database support. Kin-Ho suggested using firebase instead of scaledrone implemented the availability poll with firebase support. Overall the development ran very smoothly group members completed tasks on time and to a high level. Conor provided effective leadership and we managed to create a functioning, well implemented app. Around the time of the presentation our app felt to be lagging behind some of the others in terms of some of the advanced features but we quickly made up the ground adding in the necessary features, regularly meeting, setting attainable goals based on group feedback from meetings and helping one another with problems.

Personal Experience Report

Rachel Ringe – Group 8 – StudentId 19333104

In the first half of the semester from when I joined this group in week 4 to the presentation after reading week, I mostly spent my time communicating with all the group members and refactoring code from the different separate android studio projects to make it fit together in one single project. For this I had to communicate with the other group members quite a lot to keep track of which files were important and what changes regarding layout and minor functionality elements I was doing. I also had to update everyone on the changes to the file structure so they could effectively continue working in the new project and find all their respective files that had been renamed. When I joined the group, I took over the duty of group secretary which helped immensely with bringing everything together because due to writing the protocols I was automatically aware what everyone was working on and how far they were. For that I created a protocol template and set up a section of the github wiki to archive the protocols. Also as the only person who had worked with git before, I gave everyone who needed it a short introduction on how to use it on a computer instead of only on the website and helped out with any git-related questions or problems during the whole project. After reading week, I took on a bigger part of the coding for the project. I worked on pretty much the whole user management part of the app, which includes User Login + Signup and following that creating project groups and adding and removing people from the group. I also adjusted the existing ToDo-List to work with Firebase and multiple groups instead of the MYSQLite database it was using before. Again communication with everyone else was necessary because the group management was closely connected to how all other parts had to change their database layout to accommodate multiple groups. In general I tried to stay updated on what everyone else was currently working on and to communicate with everyone as effectively as possible to make their work easier where it coincided with mine. Since I was pretty much the only person in the group with experience with git, databases and java programming, I offered help with these topics when problems came up and in general tried to offer my help when someone seemed overwhelmed or stuck on a problem.

Working in this group was generally a good experience. In many places communication and collaboration worked very well and I feel that the work was mostly divided equally and nearly everyone contributed well. However, Sushant was generally hard to reach, almost never attended any meetings and only started to contribute a small part at the very end when he started working on the final presentation. Marco also did not contribute a lot to the final project due to medial issues and technical problems but was attending about half the meetings and was generally reachable via messages. I feel like Conor as the group leader could have handled the situation better. While he delivered on what he promised he took a few weeks to do so and would have been much faster, had he asked for help earlier than in the last week. Also I feel like he should have insisted on regular meetings after we all had to start working from home to keep us better organized and informed of how everyone was progressing. Carolin did an amazing job adjusting to her new job of layouting when Conor took over the Messenger and she contributed a great deal to the project and was always communicating with everyone because her changes to the layout spanned the whole app and did those changes very fast after someone updated their part of the app. Eoin also contributed a lot to the functionality of the calendar and was in general very helpful when I had problems with my firebase access. Glen worked hard on the voting part of the app and ran into a lot of problems, but did always communicate his progress during the meetings. All of us were working with Android Studio and Firebase for the first time and most of us weren't used to working with Java. Considering this situation, most group members did a great job learning and researching new skills like database layout, using git, java-programming etc. In total I feel like the group members were mostly working very well together and contributed a relevant part, but that the group leadership could have been handled better.

Personal Experience Report

My experience with this project was interesting, very formative, and overall pleasant.

I started off very excited about the idea behind this module; but I encountered a variety of obstacles in my life outside of college that made me rethink how well I can deal with deadlines under a lot of stress. Not in a good way.

I started by learning something about Android Studio, since I had never used it before. After 2 days of intense battles against libraries, settings, and a very annoying adware, Android Studio was ready to go on my laptop. If there is one thing I have learnt from this project, it's that I really need to learn how much time it takes me to do certain things.

After a week or two of messing around with it, once my most visited tabs in Chrome became "Stack Overflow" and "How to Java", I was ready to dive into the world of Android Studio.

Or so I thought.

The first week of the project was a disaster. I worked on most nights and I missed the first meeting, I was given a task that I agreed to too quickly without thinking it through, and was unable to complete it. I was then assigned the task of creating a calendar for our app. I thought the task seemed fairly simple and I was pretty confident about how I would go about it in other programming languages, so I left it for longer than I should have.

Not only could I not complete the task on time, but even after trying for much longer than I would ever admit I still failed miserably.

After I finally admitted to my team I couldn't complete the task at hand, I was helped out, and a team member offered to meet up and help me find new solutions. As I was starting to learn some implementations of a database for my task, I fell ill.

Then COVID19 happened. And since that wasn't enough, my laptop broke in the middle of the pandemic.

Through all this, my team members were very understanding and they worked on the tasks I couldn't finish.

After spending the majority of this year working in groups, for a variety of modules, I realized it can prove to be much harder than one would think to organize the workload and set up a good communication routine in a team. I personally found it hard to admit my mistakes, and what I couldn't do. Now I feel a lot more comfortable with that, and in general about working in a group.

In conclusion, I enjoyed the project; I tried to learn as much as possible and I'm now more aware of what I need to work on, both in terms of coding and in terms of teamwork.

Marco Stango - 17327016

Individual Report Kin Ho Yick (Glen) — SID:19333289—Group 8

This project pushes me to do a lot of new things. To start with, I am an exchange student in Ireland. Also, I am also new to android app development. Therefore, In the first few weeks, I am adapting myself to the teaching style here as well as learning the Android Studio. After that, I was assigned into a group of 4 and really start to do the prototype of our project manager app. I oversaw the meeting time scheduling and voting management. In the first place, we have no idea on what database to use, so I prototyped the front end of the meeting time availability system only. While Carolin was working on messenger, she found out we can use scaledrone for database. I did a bit research and found out firebase is widely being used because of its scalability and it has more supporting resources, so I suggested shifting the database. We encountered a problem afterwards. There are many parts of our app. We stick different parts together to be an app that is good to commercialize. However, we are working on our own firebase and it can't be integrated because we didn't have a consensus on how the structure of that database looks like. A lesson for me is that we should plan a step ahead (have a milestone if possible) and foresee possible challenge before we work on our own part so that we won't waste everyone's effort. In my development stage, I did the display of group's meeting, pushing and pulling the data from firebase. Apart from some connection problems, this part is not very hard. In general, I am satisfied with the team's achievement because we can deliver what we have promised to the team. We can also utilize meeting software to conduct meeting even we cannot physically meet each other. I think Conor has done a good job to put everything in good shape. For Rachel, she oversees the whole project. She is helpful with Github connection problem and she is very responsive to our questions on group ID issue. Eoin and Carolin also delivered what they have promised on calendar and app layout respectively. For Macro and Sushant, in my view, they can be more active in grasping their own parts. They didn't speak up for that in the meeting that's why they don't have much things to work on, which make the burden of other teammates heavier. I understand this is a hard time for everyone, but I really appreciate everyone in this group that they attended the meetings and keep updating each other about their task. This is a very efficient communication among us. The coronavirus makes some challenges for me and distracts me for a few days because I have to make 2-days flight back to my countries, insurance handling issue and also communicate credit transfer issue with my university. Also, due to time difference, my teammate has lesson and will only be available at midnight time in my country. However, I did try my best to lower the inconvenience caused to them by shifting my biological clock to attend every meeting.

Carolín Laoide-Kemp

My personal experience of this project varied between both positive and negative. On the whole, it was a success, as I believe we have produced quite a useful app. The teamwork however was sometimes quite a struggle.

I began this stage of the project by working on the messenger (as I had done in the first stage with teams of 4). Without informing me until he had done it, Conor (the team leader) took over the messenger task. This was frustrating as I hadn't been given the opportunity to try changing it from the Scaledrone database to Firebase. After this, I took over the job of the design of the app.

I came up with and designed the logo for the app – a cat with a shepherd's crook for a tail. I also initially suggested the name for the app that we eventually adopted. I created a cohesive design and colour scheme for our app, tying it in with our logo. I adapted all the elements as they were added to GitHub to ensure our theme followed through. I finalised all the layouts and made sure the group id numbers were passed between each activity. As well as this I created home screen, and back buttons. I worked on all the features to ensure they were presented in a similar way by changing buttons, colours, strings and layouts. I also presented to the class after reading week.

The first presentation of our project to the class was initially meant to be handled by Sushant. He failed to do this, and at 10pm the night before the presentation I was informed I would be presenting with Eoin. This was frustrating as Sushant had yet to contribute to the team. Our presentation as a result was ill-prepared, without a powerpoint, and did not do us justice. Throughout the project Sushant has made promises of work and has failed to come through on them. It was only during the final week, that he managed to contribute (after significant effort from the rest of the team) and created our final video. Before this, there had been no contribution.

Team leadership began well at the start with Conor, but I feel he could have taken more of a lead when certain members weren't pulling their weight. Although he took a while to deliver the Messenger feature of the app (this could have been avoided had he asked for help sooner), he got it done by the deadline and it functions very well. He also created the To-Do List feature

Rachel was the backbone of this group. She helped everyone with any problems they had with Android Studio, GitHub or Firebase, as well as completing her own tasks. In the beginning she merged all our separate features into one project, she worked a great deal on creating the Firebase database, as well as creating the sign-in for the app, and the ability for groups to be created. She also refined the To-Do List feature. Rachel's work is to be seen in all aspects of this app.

Marco worked on the calendar feature at the beginning of the project. Towards the end of the term he was more difficult to contact due to personal issues and technical difficulties although he still made the effort to attend meetings. Unfortunately, the issues with his laptop made him unable to contribute to code in the latter stages of the project.

Eoin initially worked on the calendar with Marco before taking charge of it entirely. Even after creating the basic functionality required, he continued to add additional and useful features like pop-ups to view events, long presses to delete events, etc. I think the calendar is the most well-executed feature of the app. Eoin also did the last-minute presentation with me after reading week.

Kin-Ho (Glen) worked on the availability poll for the app. He encountered a lot of difficulty with it, especially with Firebase, but he produced a finished feature in the end. He was very open about his progress throughout the project and made the effort to attend as many meetings as possible, despite being on the other side of the world for the latter half of the semester.

Personal Experience Report

Sushant Dhar

Team 8

19323635

So this course began with a lot of learning for me. I joined this group in the middle of the session as our group had been changed and I got to know about their idea. Due to some personal reasons, I couldn't take enough part in the project but I got to know about our team members and tried to give in my input wherever possible. I majorly took charge of the final presentation as given the lockdown I had come back to india and could work on it.

I got to learn a lot from the team even in such a short span as I got to learn about the code of the app and how the team came together to work for this project .

I was able to learn a lot about the core functioning of a team and what makes the team efficient. I got to work more and more on android studio and got Myself familiar with. The environment. I also got to. Work on my editing skills for the presentation and learnt the importance of communication skills.

This. Course has been important for me as it was something that I have always wanted to learn and I got first hand experience with such a good team.

I hope to get a chance to interact more with this team and to work more with them in the future.