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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.