

COM S/SE 319: Software Construction and User Interfaces

Spring 2022

Group No. 2: First Release Report

1. Successful Implemented Story Cards for Demo 1:

☐ *Story Card 1:*

- Name of the Story: Create Bottom Navigation
- Assigned Team Member: Patrick Demers
- Tasks Accomplished for this Story Card:
 - i. Design a navigation bar with a circular middle button.
 - ii. Create SVG components to render the custom icons.
 - iii. Create base screens for Maintenance, Home, and Battle.
 - iv. Navigate to the appropriate pages on tap.

☐ *Story Card 2:*

- Name of the Story: Change Middle Icons when on Home
- Assigned Team Member: Patrick Demers
- Tasks Accomplished for this Story Card:
 - i. Allow the navigation bar to detect the route of the current page.
 - ii. Show the appropriate icon based on the current route.

☐ *Story Card 3:*

- Name of the Story: Create a Quest Screen
- Assigned Team Member: Patrick Demers
- Tasks Accomplished for this Story Card:
 - i. Create the new component.
 - ii. Make the navigation bar navigate to the Create a Quest screen when clicked (while on Home).
 - iii. Create input fields.

☐ *Story Card 4:*

- Name of the Story: List Pending Quests
- Assigned Team Member: Patrick Demers
- Tasks Accomplished for this Story Card:
 - i. Create mock data since the backend is not yet implemented.
 - ii. Create a component that can list a single Quest.
 - iii. Show this component for each Quest in an array.

☐ *Story Card 5:*

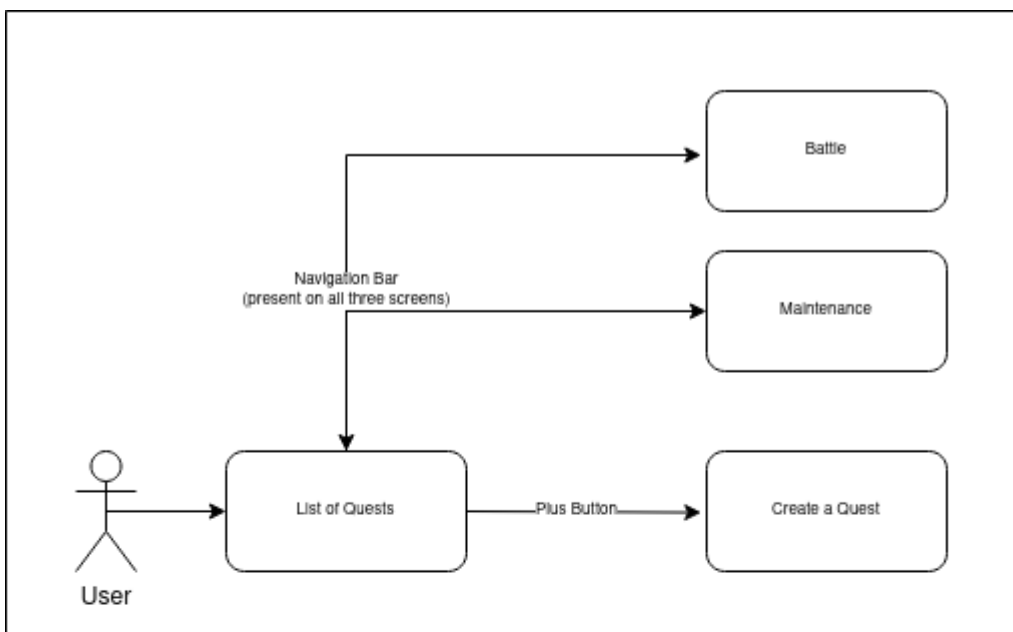
- Name of the Story: Mark Task as Complete
- Assigned Team Member: Patrick Demers
- Tasks Accomplished for this Story Card:
 - i. Use a stateful method for storing quest state.
 - ii. Toggle the Quest's state when tapped.
 - iii. Link the quest's checkbox state to the quest's completed state.

☐ *Story Card 6:*

- Name of the Story: Login Screen

- Assigned Team Member: Ritvik Ambekar
- Tasks Accomplished for this Story Card:
 - i. Login screen created for users.
 - ii. Users password kept hidden from plain-sight in the login page.
 - iii. Login page goes to the home page after information is entered.
- ☐ **Story Card 7:**
 - Name of the Story: Mark Task as Complete - iOS & Android / Change New Quest Text Box Colors
 - Assigned Team Member: Devin Amdahl
 - Tasks Accomplished for this Story Card:
 - i. Created own checkbox functionality.
 - ii. Created the ability for a user to mark a task as completed across both iOS and Android platforms.
 - iii. Changed the color in which text boxes are underlined with when creating a new task.
- ☐ **Story Card 8:**
 - Name of the Story: Create Application Repository and Merge with Existing Code.
 - Assigned Team Member: Devin Amdahl and Alex Reynolds
 - Tasks Accomplished for this Story Card:
 - i. Created a React Native project managed by Expo.
 - ii. Ensured that this new project could be easily worked on by team members.
 - iii. Imported non-Expo existing code from old repository into new one.
 - iv. Resolved issues with differing dependencies and module versions.
 - v. Tested project with all team members.
- ☐ **Story Card 9:**
 - Name of the Story: Changed color of UI components to match Figma prototype.
 - Assigned Team Member: Alex Reynolds
 - Tasks Accomplished for this Story Card:
 - i. Had to understand the contents of the repo and change all instances of blue.
 - ii. Had to avoid merge conflicts.

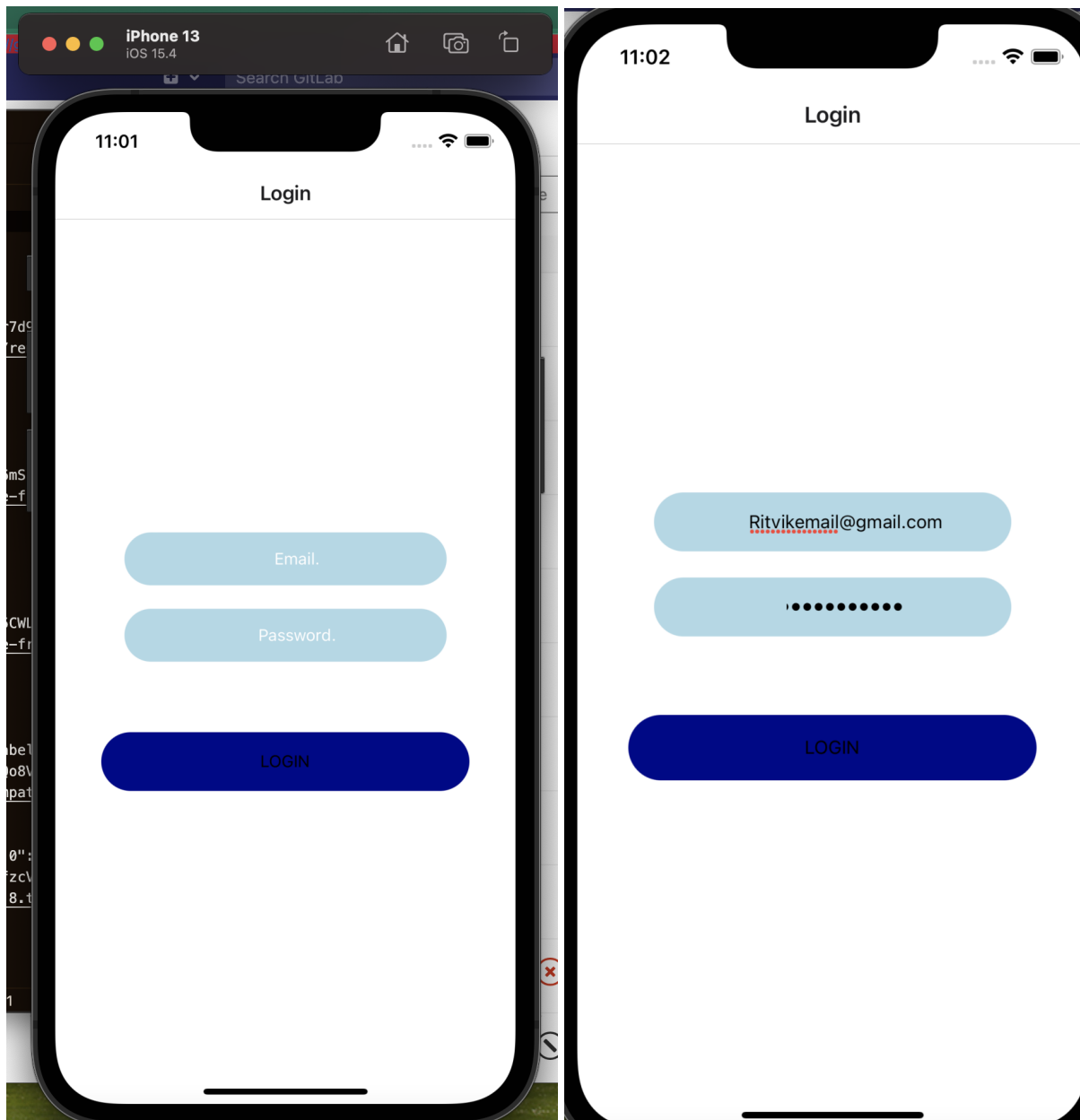
2. Design Documentation:



3. UI Description with Screenshots:

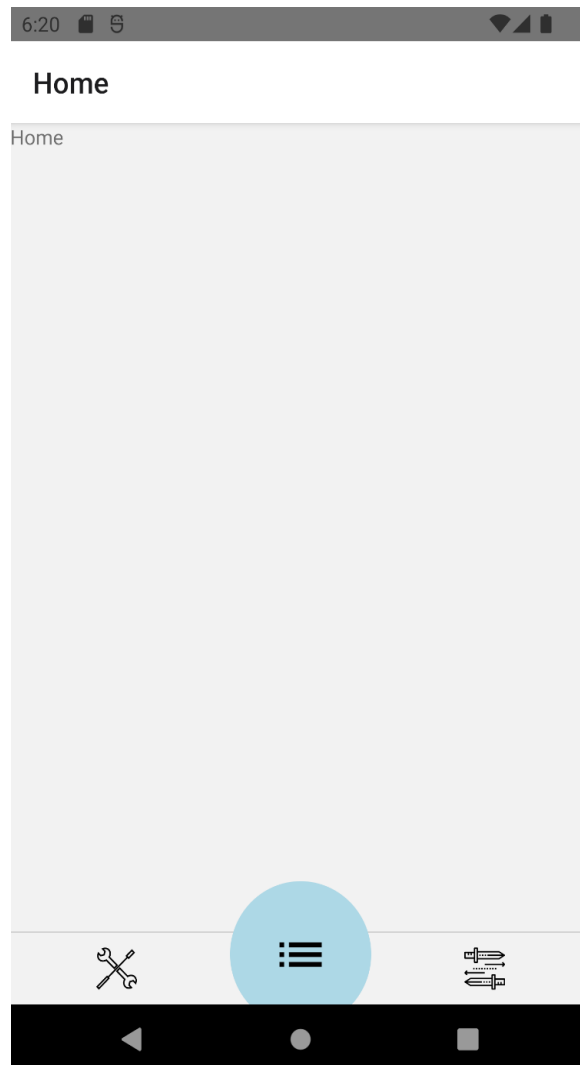
- *Login Screen:*

- i. Login screen for users to input their specific user login and password



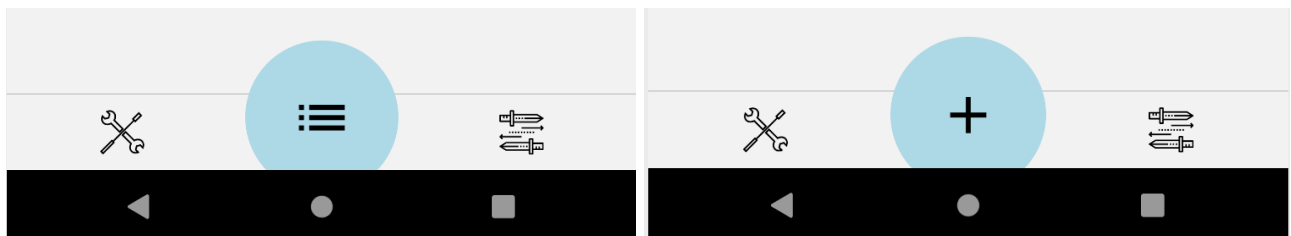
- *Create Bottom Navigation:*

- i. The bottom navigation allows the user to navigate to Home, Maintenance, and Battle.



- *Change Middle Icon when on Home:*

- i. When the user is on the Home screen, the middle button's icon changes to a plus.

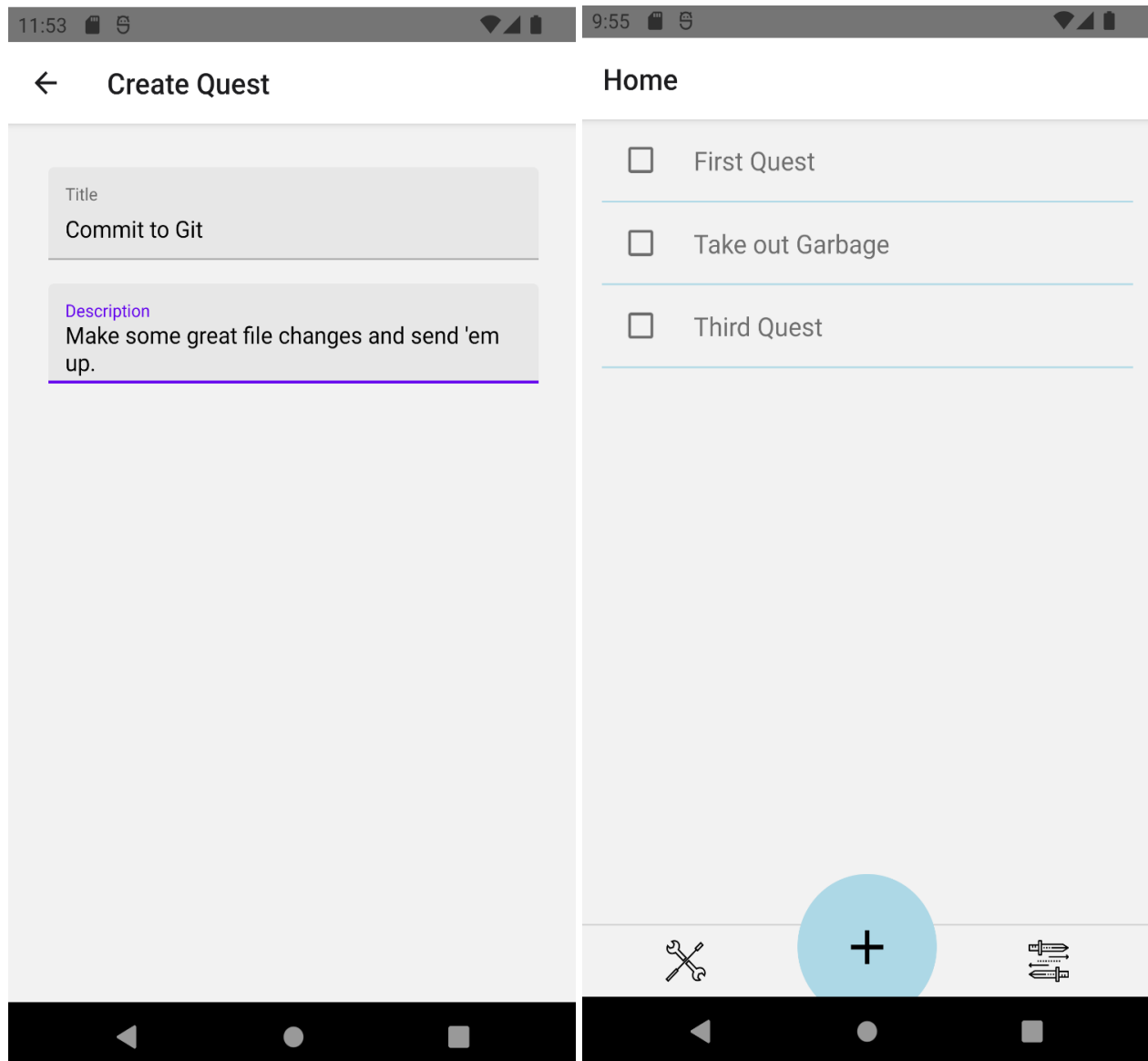


- *Create a Quest:*

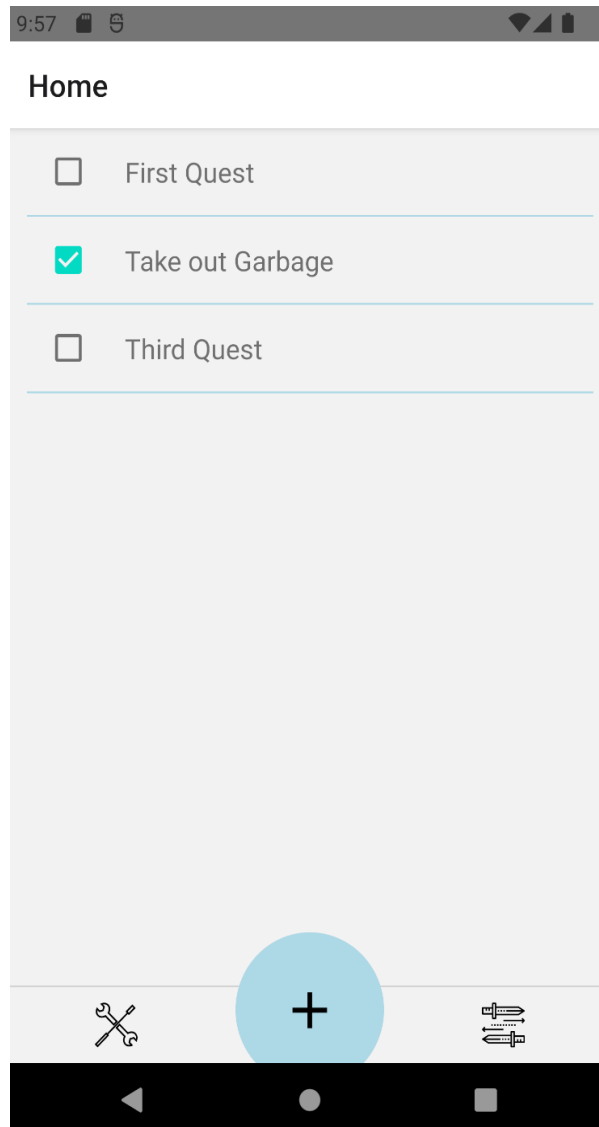
- i. A screen to allow the user to enter the title and description of a quest.

- *List Pending Quests:*

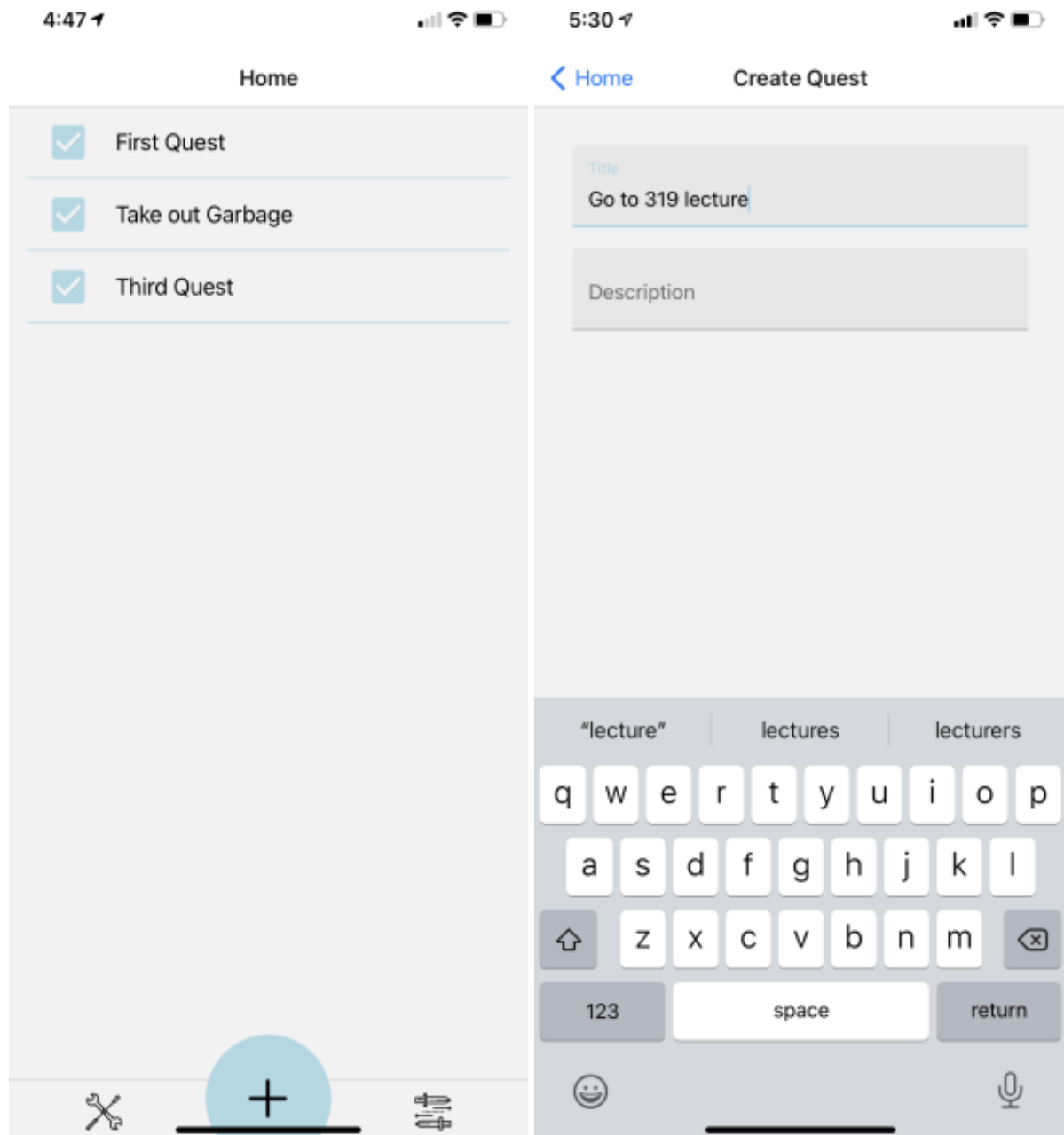
- i. Pending quests are rendered in a list with a title shown.



- *Mark Task as Complete - Android:*
 - i. The checkbox next to each Quest's title functions.



- Mark Task as Complete - iOS & Android / Change New Quest Text Box Colors:
 - i. The checkbox next to each Quest's title functions across both mobile platforms.
 - ii. The underline color of text boxes matches the rest of the application.



- Color Scheme Change:
 - i. Changed UI component colors.

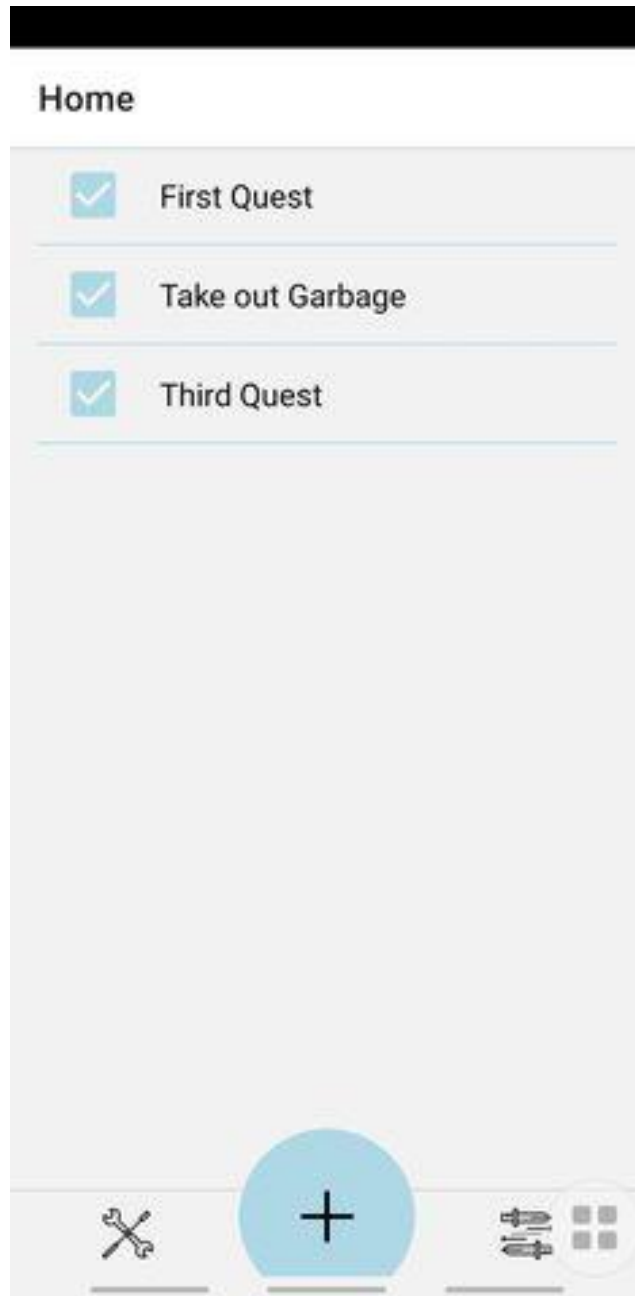
OLD

The screenshot shows the 'Create Quest' form in the old color scheme. The form has a black header bar with a back arrow and the title 'Create Quest'. Below the header, there are two text input fields: 'Title' and 'Description'. The 'Description' field has a purple underline. At the bottom, there is a keyboard with a purple icon in the top right corner.

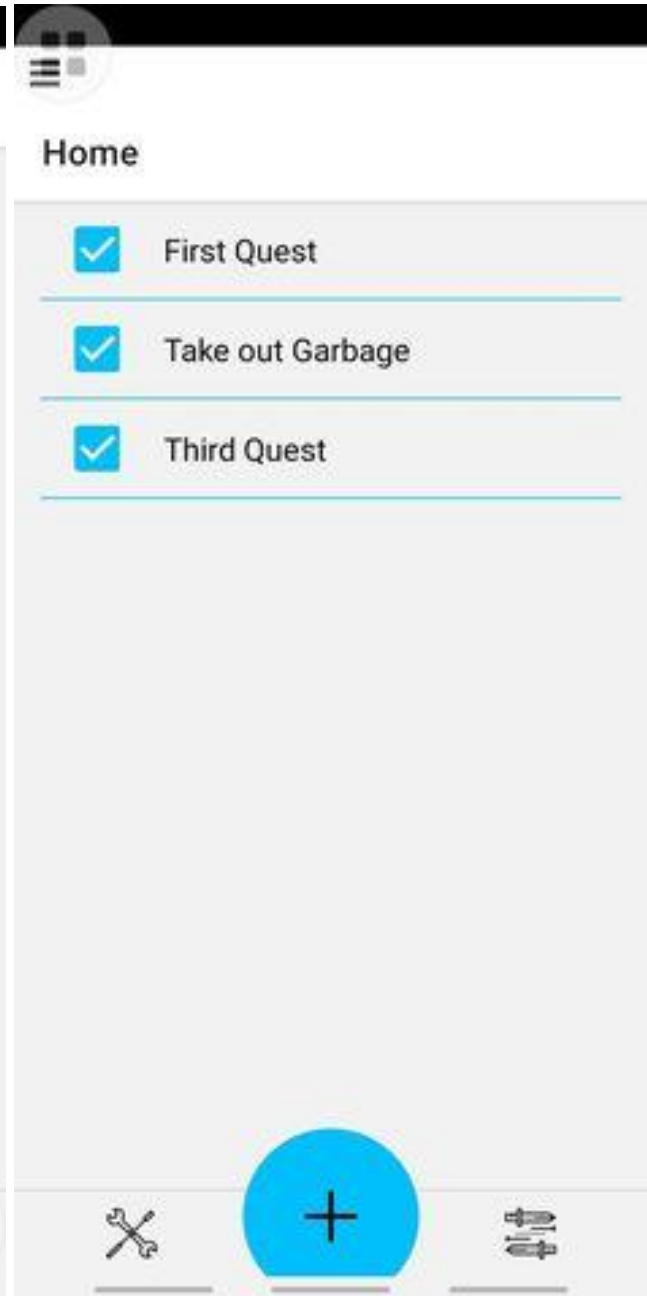
NEW

The screenshot shows the 'Create Quest' form in the new color scheme. The form has a black header bar with a back arrow and the title 'Create Quest'. Below the header, there are two text input fields: 'Title' and 'Description'. The 'Description' field has a blue underline. At the bottom, there is a keyboard with a blue icon in the top right corner.

OLD



NEW



4. Testing:

- ☐ The React Native Testing Library was used to test stories related to the front end (navigation, creating quests, and listing quests). Each component is verified to

render and function properly (e.g. clicking the maintenance button navigates to the Maintenance screen).

☐ **Plan for 2nd Release:**

- ☐ *Ritvik Ambekar Story Cards (8 story points total):*
 - Back button for login.
 - Basic settings page with various options.
 - Login database for user information.
 - Conditionals for login.
- ☐ *Alexander Reynolds Story Cards (8 story points total):*
 - Add a burger menu.
 - Add a blacksmith (shop) screen.
 - Add reactive coloring to the bottom nav bar like the Figma prototype.
 - Add scrolling functionality to the blacksmith (shop).
- ☐ *Patrick Demers Story Cards (9 story points total):*
 - Store Quests in Global State.
 - View Task Details.
 - View Completed Tasks.
 - Edit a Task.
- ☐ *Devin Amdahl Story Cards (8 story points total):*
 - Capture an Image Using a Device's Camera When Creating a Task.
 - Add an Attachment to a Task (Frontend).
 - View an Attachment to a Task (Frontend).
 - Adding a Switch to Toggle Between Dark and Light Mode.