SE 319: Software Construction and User Interfaces
Spring 2022 | 04/04
Individual Report for First Release
Group No. 2
Project Title: QuestLife
Name: Devin Amdahl

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1. **Individual Contribution and Role Description for First Release:**
   For this first release, I took on the responsibility of DevOps (for the lack of a better term). Upon our group realizing that the majority of our group members (¾ of us) were unable to properly work on the first iteration of our project that was created, as none of us had prior experience with React Native and this repository had been created with zero direction, documentation, or further communication explaining how the project had been created / how to import it in to most environments / how to build and run the application.

   Thus, I painstakingly went through the effort of creating a React Native project from scratch (learning as I went), that all members of the group could work on. Once feeling somewhat comfortable in the environment, I began to import / port Patrick's existing code from the original repository into this new one, so that his efforts would not be wasted and so Ritvik, Alex, and I would not have to start from the ground up. This was difficult and time consuming due to the fact that Patrick had created an unmanaged project, while I had opted to create a project managed by Expo due to our lack of experience.
   - **Story Cards Worked On (Not Counting Work Done for Figma:**
     - 'Setup Local Development Environment'
       - *1 Story Point.*
     - 'Mark Task as Complete - iOS & Android / Change New Quest Text Box Colors'
       - *1 Story Point.*
     - 'Create Application Repository and Merge with Existing Code'
       - *5 Story Points.*
   - **Level of Proficiency - React Native:**
     - *Before*: A very strong 0. Not only do I have no prior experience with React, but I have never used React Native before. This is an entirely new frontier for me.
     - *After*: Maybe a 3? The vast majority of my time working during this release was spent outside of the actual guts for this assignment, as I had to pivot and transition to ensuring that the repository and code base was accessible for everyone. However, in terms of DevOps / project management I feel more comfortable.

- **Individual GIT Statistics / Analytics:**
  - *Total Number of Commits*: 30
    - Inflated from CHANGELOG, README, and testing prior to verifying that repository and codebase were working for all group members. However, did lose a few by deleting the branch from creating platform-universal checkboxes.
    - I am both 'Devin' and 'djamdahl. Not sure why some are from my personal email address.

Devin
29 commits (beastmodeiswhatiam@gmail.com)

Commits Avg: 14.5 · Max: 16
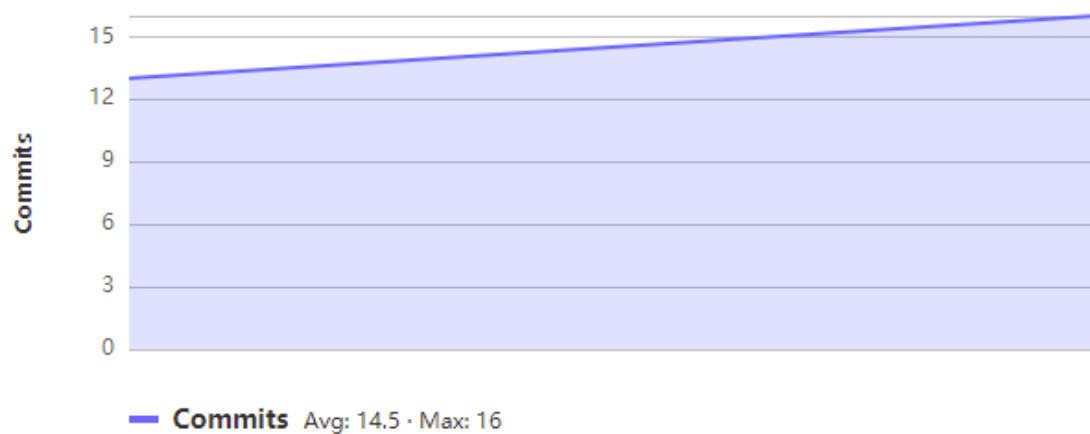
djamdahl
1 commit (djamdahl@iastate.edu)

Commits Avg: 500m · Max: 1