**Week 3: Weekly Report for COMP 4910 Project Course**

**Deep Map**

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**Summary:**

In the third week of the project, our team has spent most of our time solidifying our requirements, both from a technical perspective but also from a client perspective. After our weekly meeting with Kevin, we determined that we had to follow up with our client more frequently than we had planned, and immediate organized a meeting with her to clarify our requirements with her. We have also scheduled concurrent meetings for the next month and have agreed with our client that we will be having weekly meetings moving forward.

In this week’s meeting, we discussed the feasibility and challenges that come with a community feature system, including the necessity for a database system and user authentication & management system. We agreed that this feature would remain as a “nice to have” feature, but will be left out until after we create the base prototype of the app and make sure that it is polished and functional to the client’s expectations.

We also circled back with the client on the post-project support of this app, advising her that while ourselves or the Computer Science department cannot actively continue with this project after the course is complete, we can do our best to help her find a third-party that could continue the groundwork that we will be creating with this project.

Finally, we discussed how the distribution of this app would look like. We mentioned that distributing the Android version would be rather painless, as Google is very flexible with publishing to the Google Play Store, and the app can even be easily distributed outside it. We also mentioned the challenges that come with publishing on the Apple App Store, including the overhead costs associated with it. Our client was relatively confident that she could find the budget from TRU to publish this, or even publish the app through the same avenues that TRU has published apps on the app store already. She will be following up with TRU regarding this.

Regardless of the platform limitations, we have still decided that we would like to try developing our app for both platforms using the React Native Framework, as we agreed that developing for one specific platform is limiting in the real world and it would be a valuable skill for us to learn to develop on a cross-platform framework. We have also spent some time individually to learn how to develop for the React Native Framework, and will be using the next week of development to try to create a first prototype of this app using this framework, or seek an alternative framework based on our experience this coming week.

The requirements that we have for our first prototype are simply that it must display the map as shown on the Deep Map website. This will either be done by simply displaying the Deep Map website on the app itself, or moving the Deep Map onto our own app. We have also reached out to the creator of the Deep Map, in the event that we could reuse or modify some of the work that he has done to suit our needs with this project.

**Task Completion from Last Week**

* Researched the feasibility of React Native as a framework
* Determined additional feature set that we could implement into this mobile app to expand the overall scope of this project
* Determine the technical requirements of the project and became familiar with the development environment in preparation for development
* Determined post-project support for this application
* Clarified technical and non-technical requirements with the client

**Task for This Week**

* Develop prototype of the Deep Map using React Native as a framework
* Determine if React Native will suit our needs of this project, or if we need to find an alternative

**Additional Information**

None this week.

**Known issues / things blocking progress**

None this week.