# Core task 4 – Maintaining and managing the application

As our core task 4 project we’re going to create a version 2 of the Scrummer Mobile application. The new application is going to be called the “Scrummer Companion app”.

Our new project group consists of 4 members; Daan, Jimmy, Jeffrey and Erik. The task of this project is to make some small changes and add some new features to the already created application in the previous project.

For the “Scrummer Companion app” V2, we’re going to make some changes to the old design. Our plans for this also contain a day and night version of the app, which makes everything more pleasant too look at during either the day or the night.

There are also several features we’d like to add. One of these features is a notification system. The notification system contains of two parts. One of them is the card notifications, which shows how many cards need to be verified by the logged in user. The other one is a real notification system with messages that will be pushed by the API.

We’re also going to create our own login system. The old app made use of the web versions login system by OAuth, but since OAuth is not used anymore in the API we can create our own system for this.

In case it’s possible and we have time left the add it as well, we’d also like to include web sockets to our application. This makes it possible to live reload by requests of the API.

There is another group working on the second version of the web application. An all new API is going to be created for this new web application. Because of this, we’re also going to have to include all the new endpoints of this API into our application.

## 4.1 – Maintaining the application

### Discussing the wishes of our client

Our client Sander had some ideas for the second version of the “Scrummer mobile” app. One of these ideas was a renewed layout where some colours were changed and the overall margins were smaller. He had already made a mock-up for this design.

We started looking at our own visions of the new design as well, and with these ideas we created the new mock-up which Sander approved off. This was going to be the redesign of the application.

The new features our client would like to see in the application are the login system, the notification system and the day and night version of the app.

Although this was not really a feature, we also need to add the new endpoints of the API of the web application into our app.

### Our work process and error logging

In our work process we’re going to make use of the Scrummer v1 application. This makes it possible for us to work in the scrum method. Our client Sander is going to be our project leader so every task we finish needs to be verified by him. If Sander approves of the task the programmed part can be added to the application.

For communication we’re using Slack. This makes it easy for us to communicate in our project group, but also in the project group of the web application. In case we run into any troubles this is the way to go to contact each other.

If someone runs into problems with a part they are developing someone else of the Group will try to help and fix it. If this is not possible, the task where the member of the group is stuck on can be transferred to another person of the group.

Any troubles or errors can be logged in Slack or added to our GitHub repository.

### When is the project going to be finished?

At the start of the project we set a deadline after a period of six weeks. This deadline can move a few weeks though, because we’ll only be able to start developing certain features once the web application got that part of the API ready (which we need for certain endpoints).

In case we won’t be able to finish everything in time, we might let some of the features for our v2 of the application fall. The most important features are the login system, the cards part of the notification system and connecting the new API to our application (the new endpoints).

If this is the case the web sockets and the other part of the notification system will be optional.