# Project Timeline

## Week1:

* Familiarisation with pre-existing Visual Scan Tool Code Base using debugging mode
* Team Forming
* Made a diary using trello

## Week2:

* Integrated an additional class called FlashSize Simulation into the Visual Scan Tools’ output functionality and user Interaction
* Added a statement that would randomize the size of the shape rendered to the Screen
* Met with Mary to text the Mobile Visual Scan Tool
* Tweaked toCSV method to display X and Y readings and Boolean values representing user interaction to a CSV file.
* Standardardized screen bounds to make X Y readings of shapes spawned to be independent of screen size.

## Week3:

* Sent Mary a shared a signed APK of the Mobile Visual Scan Tool on google drive with instructions on how to install the application.
* Had a solo second meeting with Dr. Mary Butler to Test Application the application with the new modifications.
* Wrote a summary of client detailing the changes required by Mary from the meeting.
* Received patient summary from Dr. Mary

(<https://drive.google.com/open?id=1pClIR2Fb5kn1xb2DzsGJUII02EN-qH8G>

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## Week4:

* Discussed with the team the Aya App prototype sent by the design students.
* Also discussed the XML specification and requirements for data handling with sam.
* Understanding the intricacies of the XmlParser Class and implementing it with the viewHealthInformation and editHealthInformation activity.
* Added a viewDiagnosisInformation into the XMLParser Class to populate the editText fields with instances of the healthInfo.
* Created a series of layout formatted textfields for the healthInformation Activity.
* Modified XML Parser class to save editHealthInformation

## Week5:

* Renamed Classes; HealthInformationData to ViewHealthInformation
* Create an instance of the viewHealthInformationData class to set the Text view results of the stored XML structured data populated from the EditHealthInformation activity to the screen.
* Align XML views of ViewHealthInformation and editHealthInformation and add a scrollable background layout of each one.

## Week6:

* Get the ViewHealthInformation to look identical to the PDF prototype
* Attempted to implement a date picker for the date of birth, however, when displaying the Dates, this caused inconsistencies with the XML parser.
* Had a meeting with Martin Keane to test the AYA APP.
* Fixed Bitmap issue causing the appointment class to crash.

## Week7:

* Onboarded a proposed database for hardware inventory management system
* Rob set up the database server up and running. Familiarized with SQL Management Studio user interface with the following
* Using Visio helped the team to design the database ERD
* Added mock data to the database

## Week8:

* Included SQL insert SQL statements
* Added the View Item Method and the returned Items Issue Method in both of the itemController and ItemsIssuedController
* Designed drafts of IOT Database mobile app home page

## Week9:

* Designed View Database Activity of Mobile APP.
* home/main menu nav
* items issued view activity
* people view activity
* items view activity
* items deployed view activity
* Implement Search on item(s) person and Type
* Make it look nicer
* Documentation for IOT Database APP

## Week10:

* Completed RollaBall Tutorial in Unity with VR support for controller camera.
* Made Space Shooter Game Follow Unity tutorial
* Modified 2D space plane of space shooter to give it a 3D look.
* Added VR Controls to space shooter. Included support for VR controller to restart game

## Week11:

* Showcased Space Shooter to Patricia
* Assigned with a doing VR rendition of Visual Scan Wander Tool.
* I Added a time scale to slow the motion of the ball to a fraction of real-time so that it is comfortably visible. I also changed the method call from position to Move Position so that it would show the movement animation rather than spontaneously appearing on the map
* Added a ChangeMaterial method that changes color on every ball spawn.
* Wander Tool now keeps score of color change detections.
* Included support for VR controller support to restart game, and interaction for registering the color change.

## Week12:

* Beautified Wander Tool to make it arcade looking
* Implemented a method that outputs X and Y coordinates to a text file or when the user taps on the ball.
* Fixed Bug with having too many Text UI.
* Showcased Tool to Patricia.

## Week13:

* Made a web version of the Edit Health Information in the mobile Application in HTML.
* Added particle effects to the Wander tool, however, there were underlying conflicts with the timescale.
* Fixed Particle Effects with Samuel.
* Helped Sam with Inverting Dome material inside out so that the wander tool will be inside a Space sphere object.
* Beautified the Edit Health Information to look like the prototype designs.
* Researched PHP’s SimpleXML extention that allows for XML data storage.
* Worked on Portfolio Website, by customising an HTML theme and hosting it on Github Pages.

## Week14:

* Gathered snippets for Supporting evidence as part of the Technical Proficiency.
* Spend a major of the time on justifying my code quality.

## Week15:

* Finished Technical Proficiency.
* Finished Writing Timeline.
* Prepared website pages for supporting text.