Bi-Weekly Report #2 - The Mind Set

Overview:
These two weeks have been very productive. We researched all the possible development options and settled on using Android Studio and Java. We started creating the UI for the app and the basic functionality like menus. We also researched how some of the other Must-Have features can be implemented, like Media Player functionality, timers and saving settings.

Meetings conducted:

15th February – Skype meeting with team   Topic: Planning

After having finalized the MoSCoW requirements at the end of last week, this meeting was used to discuss our plan for how to proceed with the project. We recapped what we need to achieve, and the methods with which we decided to approach this, and organised the resources (online lessons/guides/IDEs) required to do so. We decided to individually start experimenting with Android Studio and to keep each other up to date with our progress.

17th February – Skype meeting with team   Topic: Progress

Last meeting was all about planning the next steps. This brief meeting was a catch-up, and we used the time to show each other what we have learned and any new thoughts we had about the process of development.

19th February – Skype meeting with team   Topic: Progress II

Another progress report meeting. We both had enough time to explore Android Studio and start experimenting with different features and methods. This means that we have each identified potential difficulties and so much of this meeting was about preparing to tackle those issues.

22nd February - Meeting with team   Topic: Final UI discussion

Based on the UI drafts that the client sent, and ideas discussed in the original client meeting, in this meeting we discussed options for the UI. The main issue discussed was the placement of the option menu. We have settled on a sliding menu that slides in form the left, over the main screen. This is not necessarily the final menu design, but implementing it then makes it easy to change it into another format later depending on client feedback.

25th February - Meeting with team   Topic: Use-Cases discussion

We discussed and created several use cases to guide us in the creation of the first prototype. These describe basic functionality and navigation, and are based on our discussions with the client and our own research into other similar apps currently on the market.

26th February – Meeting with team   Topic: Classes

      In this meeting, we created an outline of the functionality of the app using class diagrams/UML. This was really useful, as looking at the app broken down into smaller constituents gave us an even clearer view of what needs to be done and how to efficiently divide the workload between us.

Tasks completed

Number	Task	Owner
1.	Research into technologies available	Jaromir
2.	Create the final mock-up of app's UI	Lambros
3.	Finalise the project requirements	Both
4.	Identify classes and use-cases needed	Both
5.	Request sample recordings from the client	Jaromir

Jaromir Latal

I researched the technologies available for the development and researched sample recording from the client which will be used for the prototype demonstration. In addition I worked on identifying classes and use-cases needed.

Lambros Zannettos

I have spent the better part of these two weeks learning about Android development using Android Studio, via Lynda and Udemy courses, and also YouTube lessons for more specific features. I have put together a final mock-up of the app's UI which includes a sliding menu and a so-called "hamburger" button on the top left, as an extra way for the user to reach the menu. I researched libraries required to add media player functionality and started learning about timers. I was responsible for taking minutes this week.

Plan for the next 2 weeks

Number	Task	Owner
1.	Add media player functionality	Both
2.	Add more menu options	Both
3.	Finish the prototype	Both
4.	Present the prototype to UCL advances	Both
5.	Request the sprites from the client	Jaro