**Bi-Weekly Report #3 - The Mind Set**

**Overview:**

During this week we made a significant progress on the development – we finished the media player functionality, added more menu options and most importantly – received feedback both from client and supervisor what to improve on. During next week we plan to tackle major usability functionalities, such as auto-scaling on all displays and robust error handling.

**Meetings conducted:**

**29th February – Meeting with team Topic: Development planning**

At this meeting we assigned roles during the development – Lambros will work on the media player functionality while I will work on translating the application into different languages. We decided on employing pair programming during allocated lab sessions so that we can solve problems easier.

**2nd March – Skype meeting with team Topic: Progress**

During this meeting we discussed the progress so far and set the goals we want to finish within this week. We planned what to tackle during next week – prepare for the demo of the application to our client (schedule a meeting) and our supervisor.

**3rd March – Meeting with team Topic: Development**

During this meeting we joined the allocated lab session in which we continued the development of the product – at the moment we are implementing the media player functionality into the application to enable implementation of the interventions. We were supposed to present the prototype but it has been postponed for next week.

**9th March - Meeting with client Topic: Progress discussion, demo**

During this meeting we demoed the application to our client – they were extremely satisfied, quoting: “this is exactly we wanted” and “nice, simple and clean UI.” We agreed on sending them the .apk of the current version to provide us more feedback after using it and discussed the size of the media files - agreed on compressing them as much as possible. Lastly we have been informed that the name has changed to “The Mind Manifesto” and they will send us the graphic resources (sprites) as soon as possible.

**10th March - Meeting with team Topic: Development & Feedback**

During this meeting we showed the first prototype of the application and received feedback what to improve. We were advised by our supervisor to remind the client to send us the graphic resources and then to make a Gantt chart to be able to track our progress with development over time.

**11th March – Meeting with team Topic: Further Improvements**

Today we discussed the current state of the application and worked on making it more modular – so that it is expandable in the future. We will take a look at the size of media files as well to find a suitable alternative towards the large size of the .apk file.

**Tasks completed**

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| --- | --- | --- |
| **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 |

**Jaromir Latal**

During this week I worked on polishing codebase and adding more menu options. I also researched error handling for our application. In order to manage our progress better, I started making a Gantt chart describing the current development goals and their status. I was also responsible for taking minutes.

**Lambros Zannettos**

I worked on making media player functional within the app – created the barebone version, added automatic timestamp update and rewind/forward by 15 seconds. I created basic graphic sprites for the application for the demo presentation.

**Plan for the next 2 weeks**

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| --- | --- | --- |
| **Number** | **Task** | **Owner** |
| 1. | Finish functionality of the menu | Lambros |
| 2. | Ability to list all existing interventions in the application | Lambros |
| 3. | Make the application scalable on all resolutions | Jaro |
| 4. | Add error handling | Jaro |
| 5. | Remove duplicate code | Both |