# Progress Report: Fishy Bank

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| **Team Name:** Team Fish | **Date:** Feb 16, 2024 |
| **Team Members:** (Group 5)  Jin Cabia, Dan Choi, Winko Peng, Cathy Sun | **Reporting Period:** Phase 2 |

## Phase 2 – App Architecture

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| **Highlights and Accomplishments** | What major tasks that have been completed in this phase of the project?  We have investigated the following technical aspects and prepared the Architectural Decision Records for our Fishy Bank Expense Tracking App:   * UI toolkit * Navigation strategy * Hardware * Database storage |
| **Challenges and Issues** | What challenges, issues, or obstacles did you encounter and how did you overcome them?  While determining the app architecture, we need to consider if our team members are capable to learn and pick up the new technical skills for developing the app. For example, while we were choosing the database storage technology, we all have different opinions on that since some group members are more familiar with MySQL and some are more familiar with Oracle.  To overcome these challenges, we have actively discussed and aligned to make the decision together. |
| **Individual Contributions** | What did each member of the team work on in this phase of the project?  Our team members are working on the following ADR respectively:   * UI toolkit - Jin * Navigation strategy - Cathy * Hardware – Winko Peng * Database storage – Dan Seungkwon |
| **Team Plan for Next Phase** | What do you plan on completing in the next phase of the project?  We plan to discuss and decide the key features of the Fishy Bank app and prepare the mock-up user interface using Figma. |
| **Individual Plan for Next Phase** | What do you plan on completing in the next phase of the project?  We target to design at least 4 screens for the Fishy Bank App. Besides users’ experience, we will also consider our team members skillsets and project timeline while designing the interface. |