Sleep Tracker IOS: Second Iteration Report

1. Names:

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1. User Stories Completed:
   1. Add ability to edit sleep log data (with appropriate edge cases)
   2. On the home screen, show the SHS logo
   3. User-Friendliness of the main screen
      1. Buttons are bigger so sleepy people can find them and click them easily
      2. Spacing is improved so they are not all clumped together
      3. Color of the screen: adding our background design (starry night with animations to make the stars twinkle ☺ )
   4. Add ability to add default explanations about why user didn’t sleep well
      1. Studying, caffeine, oversize, health, etc.
      2. Within 6 hours of going to bed
      3. Mark with check boxes
      4. Add other field where user can type custom explanation (having a small issue with this part, see questions 4 and 6 for more detail)
      5. Rating bar to rate your sleep from 0 -> 5
      6. *Still more work to do after SHS provides logos / more information about this to come...*
   5. Sleep Habits over time
      1. Graphing a bar graph of the last week’s sleep
      2. Graph total sleep as well as naps on the same plot
2. We have completed all of the required user stories that were assigned for this iteration (as well as the user stories that were already completed after iteration 1).
3. The only user story that was not entirely finished was within the user story with adding default explanations to why the user’s sleep wasn’t good. We had issues with trying to re-edit the text field and the result is that our app crashes sometimes. We need to look into this more and have already been in contact with Ayaka for how to resolve this.
4. All buttons tested as well as UI status updates. Procedures and results compiled in attached document named “GUI Tests”. The rest of the test cases can be found in the project folder under “Sleep Tracker Tests”. In this section, we extensively text the functions that help with the sleep logging, editing, and graphing. Then, we test all of these functions again with the ability to take naps (i.e. sleep data and nap data). We also test the default explanations by seeing whether the correct options that the user has selected are saved with the correct sleep information entry.
5. The only issue that we need to resolve is with the text field. As described above, when trying to re-edit this text field, the application crashes. This is an issue that we are going to try and resolve immediately once Ayaka can take a quick look at our code. We have spent hours trying to debug this using the Internet and our knowledge of objective-c and have been unsuccessful. We also have emailed Ayaka to get the student develop accounts so that we can test our app on an actual iPhone.