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Final Report

Our medication reminder application is a JavaFX GUI with the ability to add medications and receive a reminder at the correct date and time to take the specific medication with the given instructions. When we were doing the market research, we looked at several available mobile apps. Most followed a design very similar to our final implementation, one with the list of medications and the ability to add medications all in one visible window for clarity. Our design, like many others, also includes the ability to view the entire list of medications and adjust or delete them. Our GUI does lack some of the more aesthetic appeal of many applications on the market, this is due to our lack of familiarity with JavaFX and the shorter timeframe under which we could construct the GUI design. Our motivations behind the building of the application were to follow the same simple to use and efficient model we found of the current market. It is likely that the people who would use this application are the elderly or those who are not very familiar with technology. As such, we wanted to use a very easy to follow, self-explanatory design.

(Insert some analysis of screenshots here)

(Insert a “How To” guide here)

Some of the more technical aspects of our design and implementation are found in the time and date tracking methods. Our design contains a visible timer in the bottom left corner where the current time and date are shown, to alert the user if their times are correct and for general reference. This timer functions by rechecking and resetting the value of the text field to the correct date and time. (Insert a screenshot of the code segment). We use this updater to also check if it is time to take a medication. The program checks each time (is this true?) the clock is updated whether the given time and day of the week matches any of the specifications of the medications on file. If the current time and date do match up, then the program gives the user a pop-up window with a reminder to take the correct medication with the directions on dosage and method of intake.

Quinn’s Takeaways: I haven’t had this kind of collaborative experience for a final project in coding before. I have worked as part of a team on a project before, but I have never had to look at the current market and determine the best design and spend a lot of time on the actual design before implementation. As far as tangible coding skills goes, I learned how to create a timer function and (by proximity) some of the inner workings of JavaFX. Also, we used GitHub for this project which was quite a bit of work by itself. However, I feel like I have at least a functioning grasp at how to use GitHub for the future.

Alex’s Takeaways: Much like Quinn, I have never done this sort of project where we had to gather market research about familiar projects which was good because it opened my eyes to seeing how other people have solved this problem before. This can be used in the future because rather than being given a problem and solving it from scratch, look up how people either solved similar problems, or the same problem, for guidance. Another big part of this project was the usage of GitHub. Since this was a group project that we both had to collaborate on we decided to give GitHub a try as I’ve used it in the past with little success but was determined to have a different outcome this time around. Granted, GitHub is better used when there are more than 2 people working on a project it still helped in the fact that we didn’t have to constantly e-mail code to each other, most of the time, and we could just pull it the updated code to GitHub and the other could then obtain it. This is a huge step forward for future projects as we can not only save our progress and not have to worry about it being deleted, but also work more effectively in teams.

What we would have wanted to accomplish given time: (I don’t really have much to add here so its up to you Alex, I’ll write something if you don’t want to)

The first on the list would be a refined and redone GUI. Personally, we think that it is very basic and lacking some much-needed flair to make the program look a little bit better and more professional. After all this is just a prototype. This goes for all three windows that are made throughout the program, the main driver window, the view medications window, and the edit medications window. Another feature that we would have liked to add is an authentication process to make sure that you took your medication. Although challenging it’s something we would have like to see for the final report but not something we were able to devote our time to. One more feature we would have liked to add would be a way to snooze a medication. Currently you only have the “OK” option when you are prompted to take a medication which when you click it the medication goes away and that’s it, so if you never took your medication, the reminder did nothing. These are just a few of the ideas that we would have liked to work on given more time.