

Fall Summary:

Spencer: ~41 hours

In the fall semester, much of my time was used to create a technical overview of the application including in depth descriptions of user stories that would have to be completed during the development process along with loose task delegations among the rest of the team members. I also spent a lot of time organizing the git repository

Ben: ~40 hours

In the fall, I spent a lot of time doing preliminary market research, and obtaining proof of concept for the project. The majority of time was also spent in team meetings planning features of the project, how we wanted to conduct our development (agile style, waterfall style, etc), and making design documents. After we decided we were using the Flutter framework, time was also spent watching a LinkedIn Learning course to get some early exposure to Flutter and mobile development as a whole. Time was also spent on the actual assignments for the senior design course.

Sam: ~40 hours

A lot of time was spent on market research. Specifically, I spent a lot of time researching existing implementations of virtual pet software available on the app store. While some of them managed to engage me for a short time, it was clear that there was not a comprehensive habit tracker available to download on the iOS App Store which used a virtual pet to keep me engaged. After I determined that there was a need for this sort of app, I started thinking about how I might want to design such a feature into our app. I came to the conclusion that I wanted pet creation to occur right after user creation, and I settled on a bird a cat or a dog as the most universally lovable options for a kind of pet to own. I also knew I wanted them to be present on the home screen to make engaging with the app consistently fun.

Spring Summary:

Spencer: ~60 hours

I spent about 10 hours trying to get Mongo Atlas to work but it didn't :(. A little over nine hours was spent on Flutter training using the ever so precious Linked-In Learning course. The rest of my time was juggled throughout working with Google Firebase, back end development, and git repository organization. Several hours were also put into creating the application's home page and giving it crisp functionality.

Ben: ~45 hours

Time was spent at the beginning of the semester both brushing up on Flutter with LinkedIn Learning, as well as getting my development environment setup. This included installing Flutter, getting setting up required extensions in VS Code, as well as getting a mobile emulator up and running. Time throughout the rest of the semester was spent almost entirely on development, with occasional meetings to re-examine some design aspects. I was responsible for the entirety of the task creation form, including making sure it validated correctly and sent data to the database properly. Time was also spent by the team to recover our source control branches after a Flutter update wreaked havoc on them. Time was also spent on the actual assignments for the senior design course.

Sam: ~ 44 hours

The spring semester was development time, and to start I did not have a ton of experience with flutter. A lot of my flutter skills were developed on the fly as I looked into which technologies might be most effective at turning my designs into reality. I had to learn page navigation, data communication, as well as how to build pages in flutter's "unique" widget system. The widget system particularly introduced a lot of additional development time for me to figure out. Because everything occurs in an indented block in flutter it was often difficult to do line by line processing which would have been far more straightforward in more traditional frameworks. I did eventually learn my way around these technologies, and was able to implement a pet creation screen, a cosmetic selection screen, and a pet customization screen. These features were able to be grafted into the rest of the project but it did involve a lot of wrestling with github.

Year Summary:

Spencer: ~101 hours

Ben: ~85 hours

Sam: ~ 84 hours

Project total hours spent by team: ~270 hours