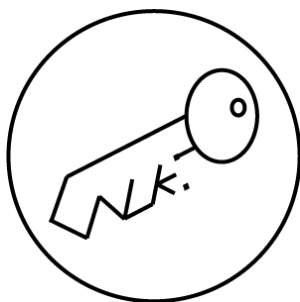# Unlock:

Title

Version: 1.0

6/6/18

Authors

James Winters

Group Overview

I was assigned to the role of GUI Developer. This role involved developing the User Interface, the way in which the user interacts with both applications. I was happy to take this role as I wanted a role in which I was responsible for more coding compared to documentation, but I felt I was not suitable for the role of lead developer. So I felt this role played to my strengths. This role involved setting a theme for the product, and designing the flow of the interaction between the user and the program.

Contribution to deliverables

- Functional Specification
  - Team of four with OM, LT, and LM
- Tender Presentation
  - Conducted market research of UK demographic using a survey and successfully received 194 responses
- Sales presentation
  - Tried to integrate my idea of livestreaming our Android application to the sales presentation.
  - Presented from a different part of the University, although only the first portion of the livestream was seen in the presentation room.
- Content generation
  - Android side content.
- Code (all possible android stories)
  - S02
  - S03
  - S04
  - S05
  - S07
  - S08
  - S09
  - S11
  - S12
  - S13
- Testing
  - UT1.2
  - UT3.0
  - UT3.1
  - UT3.2
  - UT3.3
  - UT3.4
  - UT3.5
  - UT3.6
  - UT3.7
  - UT3.8
  - UT4.0

- o UT4.1
- o UT4.2
- o UT4.3
- o UT4.4
- o UT4.5
- o UT4.6
- o UT4.7
- o MUT7.3
- o MIT4.0
- o MIT5.0
- o MIT10.0
- o MIT11.0
- o MIT13.0
- o MIT14.0
- o +more system tests
- HTML tour
  - o Helped to create video of Android demonstration

Responsibilities outside the job specification/things that went well
- Efficient non-GUI coding. Towards end of 2nd iteration I managed to get through a lot of user stories, with minimal major errors.
- Along with Jack, we were both tasked with the responsibility of the Android application, and am very happy with how it turned out.
- Quick debugging.

Self-Critique

- Didn't spend enough time on Kiosk GUI due to preoccupation with Android.
- I spent too much time using an IDE I knew was counterproductive for Android but still tried to make an inefficient way work to keep team happy. Lots of lab time got spent converting projects between two IDEs, sometimes more time than it took to write the code.
- I was slow to understand how Java in an Android development environment worked. I sped up quickly after a while, but the learning curve really got to me.
- Didn't use wireframe interface diagrams for 2nd iteration of GUI - I developed it as I went along.
- Couldn't implement animation transitions between activities or Google Games leaderboards in time.

Conclusion

- Happy with most user stories being met in time for 2nd iteration of Android app.
- Enjoyed working with team and our team environment. I felt comfortable in discussing team ideas. Curious to see polished 3rd iteration of product if it was ever to be made in future. Overall I was happy to be part of the team.