**Inf 117 ZotFeed Sprint 2 Report**  
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1. Initial Tasks
   1. Set up meeting with the main stakeholder and present the prototypes (Sara, Chirag, Natalie)
      1. Get input on prototypes
         1. Discuss how to improve upon the prototypes and discuss the pros and cons of each screen
      2. Get in touch with other stakeholders from each specific organization (KUCI, Anteater TV and New U) involved in the app.
         1. Receive their feedback and what they think are the pros and cons of each screen
   2. Refactor and rebuild prototypes based off of feedback from stakeholder (Sara, Chirag, Natalie)
      1. Using Balsamiq to create the prototypes
   3. Meet with the main stakeholder and other stakeholders about the requirements
      1. This will be done to check and see if their requirements changed
         1. Add requirements or remove requirements before beginning development phase
   4. Discuss system architecture
      1. Will use draw.io to draw the UML diagram for the architecture
         1. Include database, server, client, APIs and more in the UML diagram
   5. Discuss types of technology we plan to use
      1. Languages
         1. JavaScript
         2. Java (will be using this mostly)
      2. Frameworks - Meteor
      3. APIs
2. Completed
   1. Met with main stakeholder and presented prototypes
      1. Got input about prototypes
         1. Liked the simple layout, asked to replace category names on top navigation bar with recognizable icons
         2. Reinforced idea that each screen should have the colors corresponding to their respective organization branding.
   2. Agreed on only implementing an Android application
      1. iOS application will be done by the team who picks up the project after this quarter
      2. Agreed on using Android Studio as the development environmentJava and XML will be the main languages used to develop this app
   3. Included a UML diagram to explain the architecture of the Android version of the ZotFeed appsystem architecture of the app to the requirements draft
   4. Contacted members from KUCI and New University to get more information for building the app.
      1. Received information on how to access KUCI stream and options for accessing the web schedule.
      2. Received RSS feed information from New University.
   5. Started project on Github
      1. KUCI stream working
      2. Started creating layouts and styles, sliding tabs for the KUCI section, and the navigation slide-in bar
3. Not Completed
   1. Dropped - Refactor and Rebuild prototypes based off of feedback from stakeholder. We organized all the changes needed to be made in a doc, and since they were very minor (ie. colors and icons) we decided not to rebuild the prototypes but to refer to the document for specifics pertaining to the layout.
4. Next Sprint: Sprint 3
   1. Begin coding one screen at a time
      1. Our goal is to have one medium completed by the next sprint
         1. KUCI will be the first screen that is developed
         2. Anteater TV will be the second screen that is developed
         3. Finally, the New U will be the last screen that is developed
      2. Get information on color codes and branding icons from the main stakeholder and implement them in the layouts of each of the screens
   2. Set up a meeting with stakeholders for feedback on each screen we create and conduct user testing for flaws
   3. Refactor/rebuild