### **Monthly Progress Report: Fingerprint Voting System Development**

#### **Group Members:**

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### **Monthly Breakdown**

#### **June: Project Initiation and Documentation**

* **Successes:**
  + The team successfully completed the initial documentation, including the project scope, objectives, and functional requirements.
  + The tech stack was finalized, and team members were onboarded with Jira for project management and Git for version control.
* **Challenges:**
  + Initial brainstorming sessions revealed some discrepancies in the understanding of functional requirements, requiring additional meetings to clarify.
* **Improvements:**
  + Better communication and alignment during brainstorming sessions could have prevented the initial confusion regarding functional requirements.

#### **July: User Interface Design and Backend Initialization**

* **Successes:**
  + The team drafted and finalized wireframes for both the mobile and web applications, laying a strong foundation for the UI/UX design.
  + The repository was initialized with an Express.js project, marking the beginning of backend development.
* **Challenges:**
  + There were delays in wireframing due to varying levels of familiarity with design tools like Figma among team members.
* **Improvements:**
  + Earlier training or workshops on design tools could have streamlined the wireframing process, avoiding delays.

#### **August: Development of Core Features**

* **Successes:**
  + Significant progress was made on user login and authentication features, with the backend API for fingerprint authentication beginning to take shape.
  + The team began prototyping the vote-casting feature, which is crucial to the overall system functionality.
* **Challenges:**
  + The integration between frontend and backend teams encountered issues, particularly in handling user data securely.
  + Debugging took longer than expected due to unforeseen complexities in the authentication process.
* **Improvements:**
  + Implementing a more iterative testing approach during development could have identified integration issues earlier, reducing the time spent on debugging.

#### **October: Testing and Feedback**

* **Successes:**
  + Initial tests of the user login and vote-casting features were conducted, with some bugs identified and resolved.
  + Feedback was gathered on the user interface, leading to valuable insights that will guide further UI refinements.
* **Challenges:**
  + Several critical bugs were found in the vote-casting logic, which caused delays in the testing schedule.
  + The feedback session revealed that the current UI was not as intuitive as expected, particularly for users with limited technical experience.
* **Improvements:**
  + Continuous integration practices and automated testing could reduce the likelihood of critical bugs in the future.
  + Revisiting the UI/UX design with a focus on user-centered design principles will be essential in improving the system's overall usability.

### **Key Successes**

* The team successfully completed the initial project documentation and wireframes for the FVS.
* Progress was made in developing core features such as user authentication and vote-casting.
* Early user feedback provided clear direction for future UI improvements.

### **Areas for Improvement**

* **Communication:** Enhanced communication during brainstorming and development phases could prevent misunderstandings and integration issues.
* **UI/UX Design:** A more user-centric approach is needed to ensure that the system is accessible and intuitive for all users.
* **Testing Processes:** More rigorous testing practices, including automated testing, should be implemented to catch bugs earlier and streamline the development process.