

Robin Assistant
Technical Design - V1.0

Summary

1. Introduction:	ŝ
1.1 Project overview	
Coding and frameworks:	
2.1. Client App:	
2.2. Caretaker Dashboard:	
3. Code Management	5
3.1 Git:	5
3.1 Git flow:	5
3.1 Trello:	
4. Development Environment	
	(
4.1 Environment:	F

1. Introduction:

1.1 Project overview

Robin Assistant is a new assistive software solution for people with special needs and their careers in performing everyday activities. It is used for different types of brain conditions: autism spectrum, Down syndrome, Alzheimer's disease various forms of dementia, and other sorts of brain injuries.

This document will show all information about the web-app dashboard project plan for the caretakers and the activity-app for the clients.

2. Coding and frameworks:

2.1. Client App:

To create the app for the caretaker's client we are going to use Laravel. Laravel is a secure and useful framework for custom applications. It has many API functions which can be used for the notification's API.

When this Laravel app is complete it will be added into a Dart Flutter WebView element which will have a custom back end for receiving and sending notifications from the web API.

2.2. Caretaker Dashboard:

The caretaker's dashboard will also be created in Laravel. The default Authentication template from Laravel/UI bootstrap will be used. The bootstrap scaffolding will be overwritten by our custom SCSS and HTML structure.

3. Code Management

3.1 Git:

We are going to use Git for managing our code. The Git platform of choice will be GitHub. All code will be stored on GitHub and issues in the code can be reported on the issues page in GitHub, so the development team is notified about certain issues.

3.1 Git flow:

We will be using Git Flow, which is a custom module for Git that allows multiple developers to work on certain parts of the application at the same time without code loss or migration issues.

3.1 Trello:

When a new feature is published to Git there will be a Trello card moved to "For Review" where the other developers can see what is changed and allow the change to be published.

4. Development Environment

4.1 Environment:

Our development environment will contain the following software:

- PHP8
- MySQL
- Apache2
- Composer
- NPM

The project will be connected to a Git repository which can be used to push changes from the developers and pull all the new features on the live server to update the application.

Every time you would like to update the Laravel application you would need to execute the following commands from SSH:

- 1. cd project/folder
- 2. php artisan down
- 3. git pull
- 4. php artisan up
- 1. Navigate to the folder the application is stored.
- 2. Put the Laravel application in maintenance mode so users can't execute anything during the update.
- 3. Retrieves all updates from the Git repository.
- 4. Put the Laravel application back online for the users.