

# **ENSE 405 Final Presentation**

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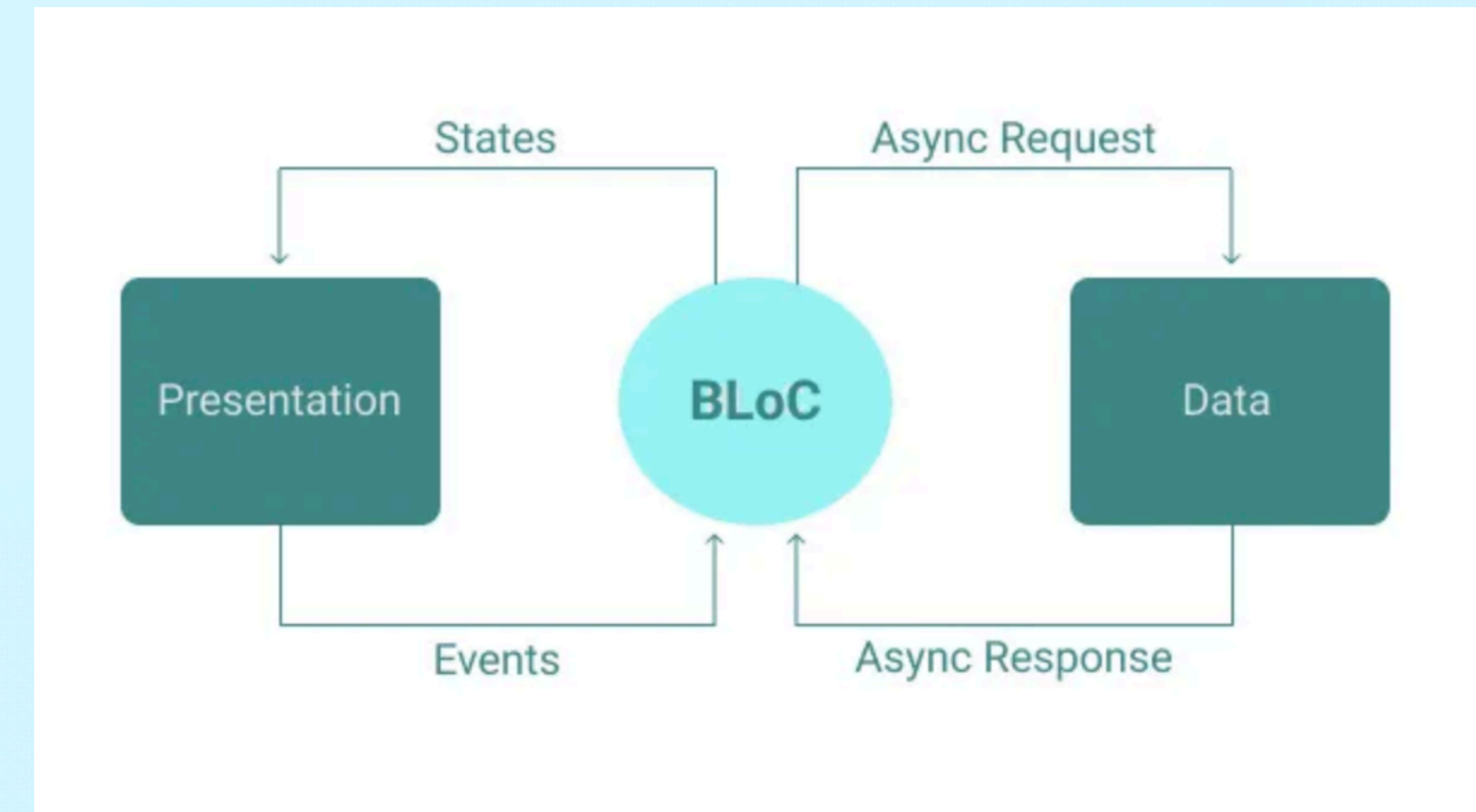
# COPs/Digital Habitats

- SDGs 1 and 12 (No Poverty and Responsible Consumption and Production)
- Community Orientations - Organization as Context
  - Service Context
    - The mission in this case is to produce products in a sustainable and fairly traded manner, and it's critical to the way it operates. To become Fairtrade certified, they have to follow Fairtrade processes.
  - Access to Experts (kind of)
- Technology Configuration Inventory
  - There is no tool specific for getting/renewing Fairtrade certification
  - Generalized IMS pilot program in 2020 run by Fairtrade (no updates since), word processing, spreadsheets, email client



# Tech Stack

- Was using .NET MAUI
  - Pros: Better integration with Microsoft products
  - Cons: Basically everything else (Lots of weird quirks that cause it to work differently on basically every platform - i.e. SQLite and data bindings)
- Switched to Flutter after many frustrations with Maui and started over my application from scratch after Scrum #2
  - Pros: Had some experience with this in the ENSE 375 lab this summer
  - Cons: Wished I started with this instead of going to .NET MAUI, because then I likely would be done the project
- Language: Dart
- Business Logic Component Pattern



# Concepts Used from Lecture

- Knowledge Management
  - App was aimed to keep track of Fairtrade documents needed for certification
  - Single source of truth
- Quality Management System (In a way)
  - The standards themselves are the quality policy
  - App is supposed in a way enforce adherence to this policy



# Future Work

# Reflection

- I was pretty excited going into this project. I liked my idea
- As I kept going through the semester and the more problems I had dealing with .NET MAUI the more demotivated I got and I kind of got resentful
- I don't think I was successful. My app isn't done yet and I'm overall kind of disappointed in myself
- I liked having the opportunity to go explore a tech stack that I hadn't used before
- This semester I was overall more crunched for time and I felt like my project suffered immensely



# What am I proud of?

- I'm really not that proud of my project; I'm more disappointed in it and in myself
- The screens I have right now look somewhat okay

# What did I learn about myself?

- I'm stubborn. I should've moved away from MAUI earlier in my project. By the time I actually switched my stack, it was too late.
- I was too focused on trying to get MAUI working and that ended up being a mistake
- I vastly overestimated the amount of work I could feasibly do on my own given everything else going on in classes/life



# How will I use what I have learned?

- The biggest one is to not be so stubborn and know when to give up on something and pivot to plan B

# Future Work

- I would like to finish the app now that I've switched to using Flutter
- I'm not planning on working on this application beyond this class
- Future iterations of the application might include ways to actually work on files in the application (all I really have right now is a glorified checklist)