

Android Mobile App Development

App name: **E-Harvester**

Explore phase

Team Members

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E-HARVEST MOBILE APP EXPLORES PHASE

I. GOALS ACCOMPLISHED

The team completed the iteration's goal of implementing all authentication screens, which included account registration, login, password reset, forgotten password, and store management, which included adding products, updating products, and searching for products.

The team has been able to implement different screens as was in product backlogs of the development process in the code.

During the planning of this iteration, the team made some of the tasks less important based on what they had learned thus far. For example, the team planned to include data persistence in the system but reached the end of the iteration without learning it from the class, which caused this task to be defective, including data persistence, which refers to the database. As an alternative, we used dummy data to be displayed on the home screen.

To summarize, this phase equipped us with a variety of skills in Agile methodology as well as a collaborative attitude when working with the development team by sub-dividing the entire project into small feature components.

II. TIME SPEND DURING EXPLORE PHASE

So far, the team has spent several hours working on various phases of projects that consider various screens. The team spent a total of seven hours on authentications, which included tasks such as account registration, login, rest, and the forgot password screen. The team has spent five hours on store management and three hours on product search. The team also added one task, which was the addition of a home screen with a search and some tabs that show what the app is about, which took the team three hours to complete.

Due to the team members' low level of skill in Kotlin, tasks are taking up time that was not expected for different tasks.