

355 Group Project

Sprint 1 Team Reflection

Initially we broke the project up differently than it turned out, having more focus on SQL in the start, and less in the end, while still learning about SQL, and how to implement it for Sprint 2. Bryan Hilldrup worked primarily on android images, how to implement test cases in Android Studio itself, and was the Github “commander,” or lead for control and integration. Paul Guller was set on working on the GUIs for the pages, and some documentation. Avery Rector was the lead on the login screen, and how they separately pointed to different methods, as well as assisted in other areas when available. Peter George created the layouts for many of the screens (basic level), worked on their redirections, conducted SCRUM meetings, project comments, and documentation. Bryan also dipped in and progressed on visualization of the “tier 3” pages, or the pages that each home screen (tier 2) would direct towards.

Overall we built a working application that changed screens based on different unencrypted login credentials, prepared for the SQL infusion, and built a pretty basic skeleton application of transitions and intentions to be furthered. The things that worked were intents, screen changes successfully, layout implementation, segregation of Manager and Worker capabilities, and more basic functionalities that are ready to be advanced in sprint 2.

We encountered some issues. One particular issue was getting images to work, as a whole, in the android project. Another issue was getting test cases to work for the java classes and actual emulator. Both were ultimately solved by Bryan. Another was controlling the pointers for every aspect in each activity to their employee class (worker settings to worker home, instead of manager activity changing to worker inventory or something). Another issue was getting the initial separate activities to work when clicked in the overlapping layout.

For Sprint 2, our designations change a bit. We have a heavy focus on SQL in this part, as we would like to have manipulatable data cells for various locations. Peter, Paul, and Avery will likely be heavily involved on the android side, with Bryan the primary on the SQL. Avery probably be sort of a middle-man between the two. The only other big alteration for Sprint 2 will probably be pushing for the big stuff early so we have more time, and writing tests along the way now that we have fully working in-android-studios TDD.