Service Novigrad Final Report

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**Introduction**

This application implements services offered by Novigrad to our residents. After creating a branch employees account, users will be able to manage their branches and offer various different services, which is going to be offered to customers. They will be able to fill out forms in order to request services such as obtaining a driver's license and photo identification amongst many other items. This report will explicitly show our teams thought process and how we went about creating this mobile application on Android.

**Roles and responsibilities**

|  |  |  |  |
| --- | --- | --- | --- |
| Rami | Robert | Giorgio | Ilyas |
| Lead front end developer | Lead backend developer | Lead UML designer | Front end developer |
| Database management | Database Management | Database Management | Researcher in modern day design |
| Admin work | Admin work | Back end developer | Admin work |

**Contribution scale (1 lowest to 10 highest) / FOR ALL DELIVERABLE 1 TO 4**

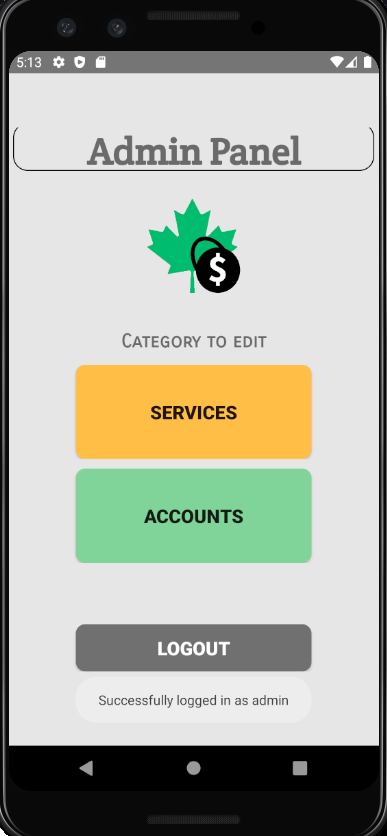
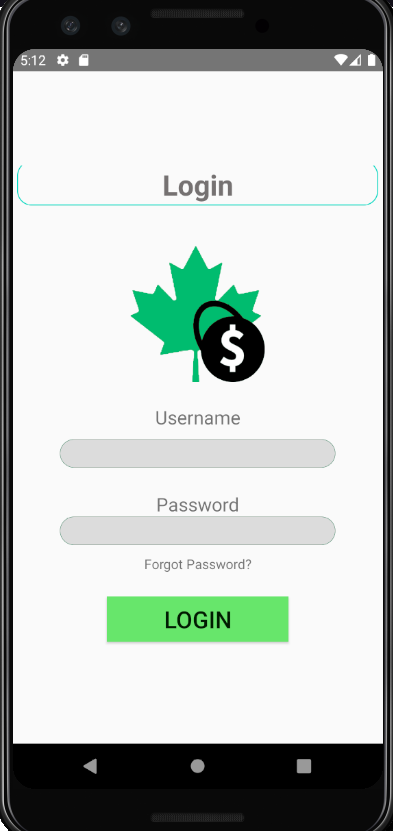
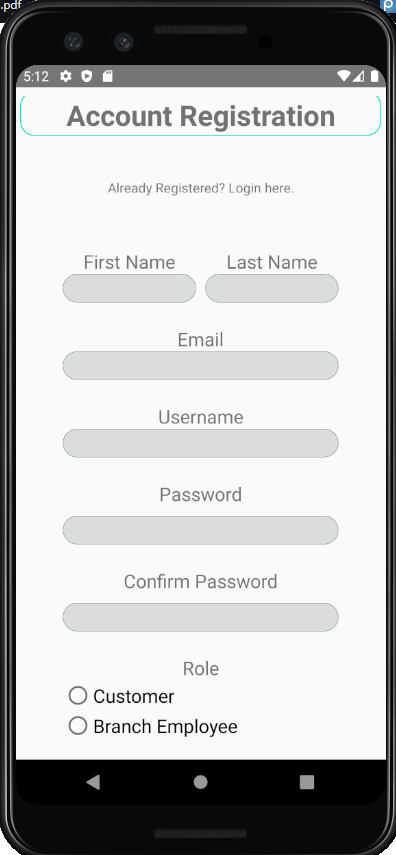
|  |  |
| --- | --- |
| Names |  |
| Rami | 10 |
| Robert | 10 |
| Giorgio | 10 |
| Ilyas | 10 |

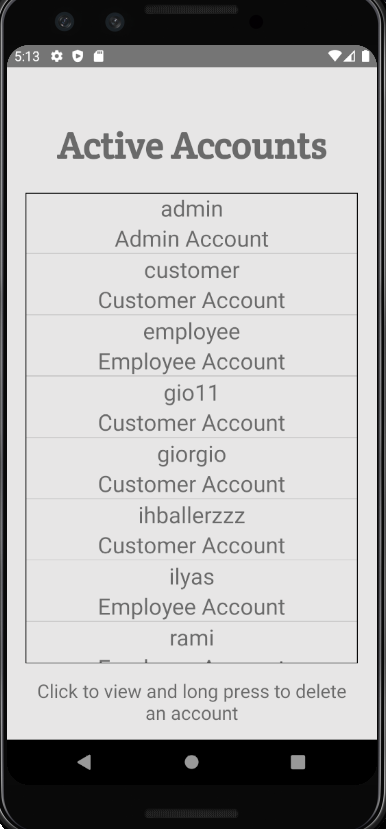
Everyone in the team did their fair share of work on the project, we were amongst the earliest team to present on december 1st and received phenomenal feedback. Our team had great coordination and everyone was actively involved in the decision process of the mobile application. We spoke about our challenges and tried to resolve them all as a team. There were no obstacles while working all together as a team, the team chemistry remained at all time high throughout the duration of the project. Everyone had their say in how the app was supposed to look and each of our voices were being heard. Very proud of the work we have produced granted that this was our first time ever implementing a mobile application. ]

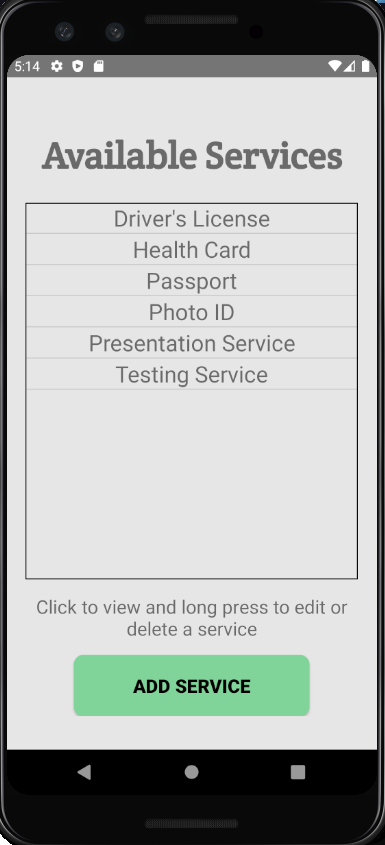
**Lessons learned**

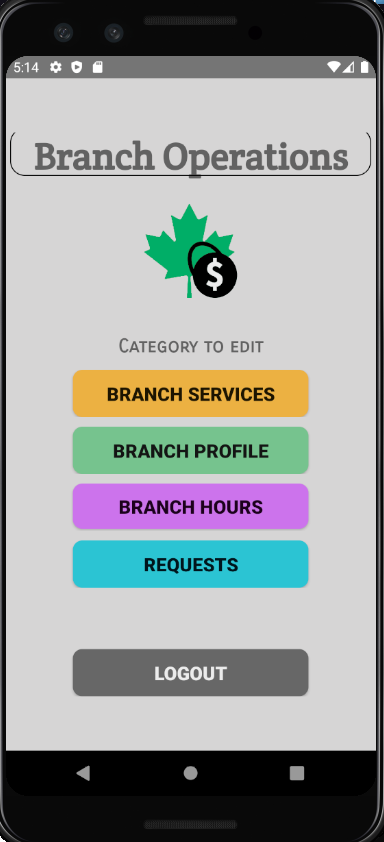
As a team we have learnt that the model and design architecture of software is far more important than expected. This part should be the longest in the development of a mobile application, because once you have a strong blueprint and follow the recipe, development will be much simpler. It goes without saying our java skills have improved, in regards to writing more efficient and clean code. Since this project was composed of 4 members we improved on writing code that is not hard to understand at first glance. Also we followed good naming conventions practices, ensuring that our variables, class and method names correlate with the actual instructions being performed, rather than the traditional x y and z variable names. Lastly, since it was our first time working together as a team and it went exceptionally well. We enhanced our soft skills such as communication, teamwork and adaptability.

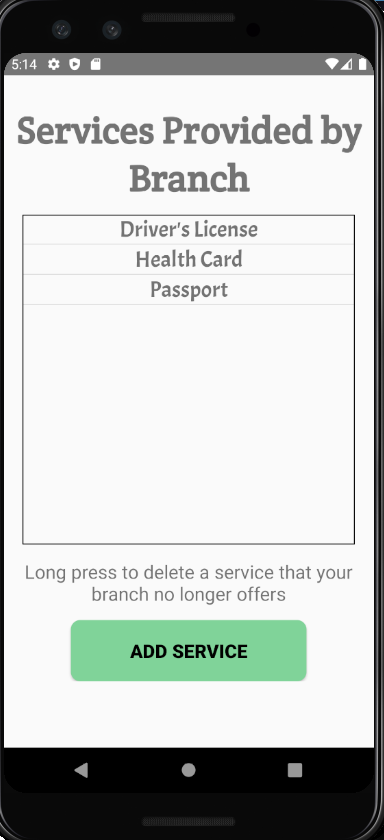


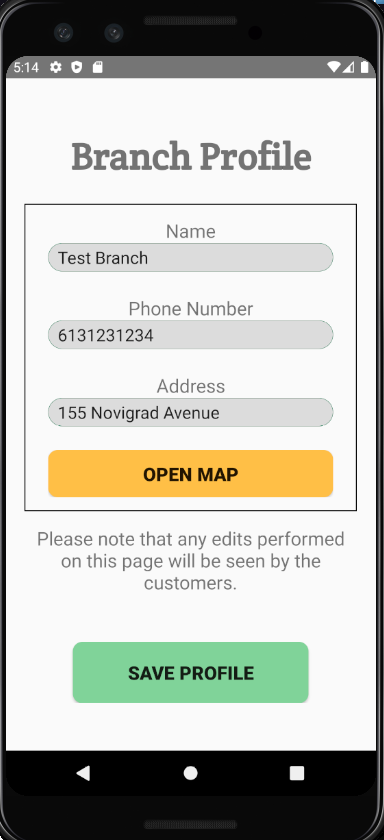


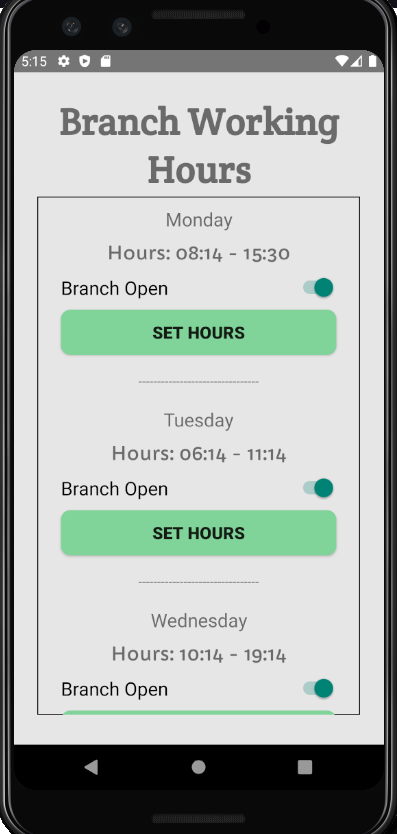


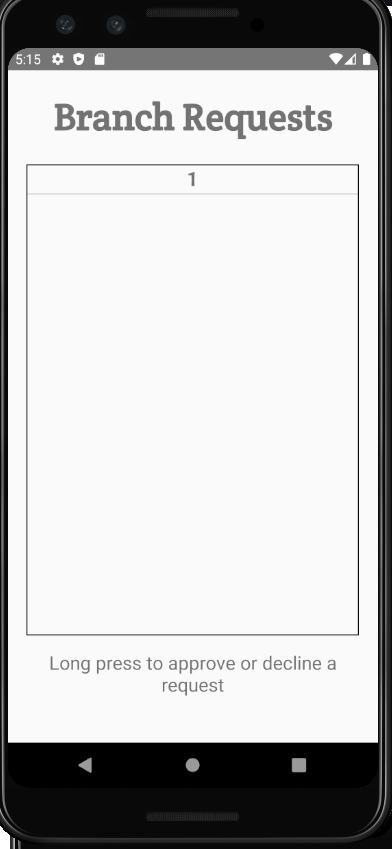


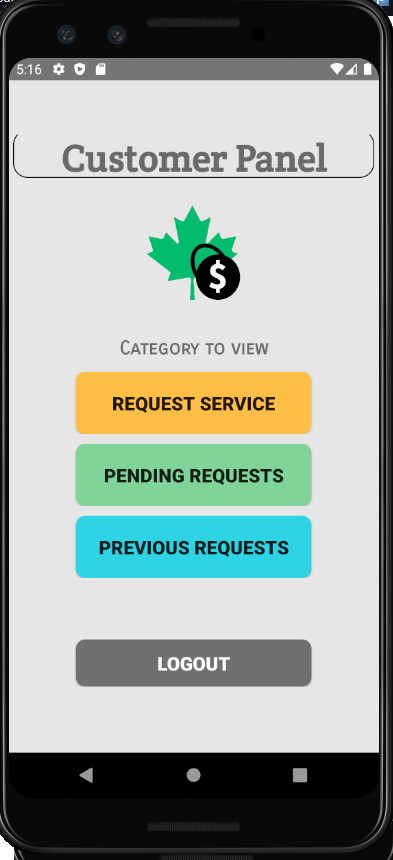


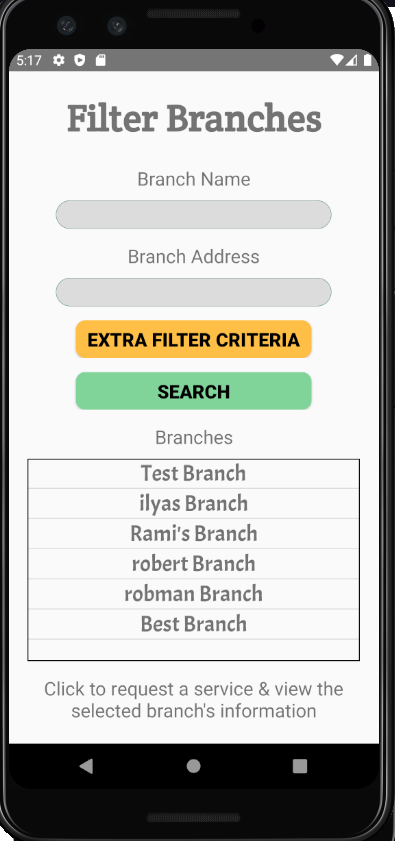


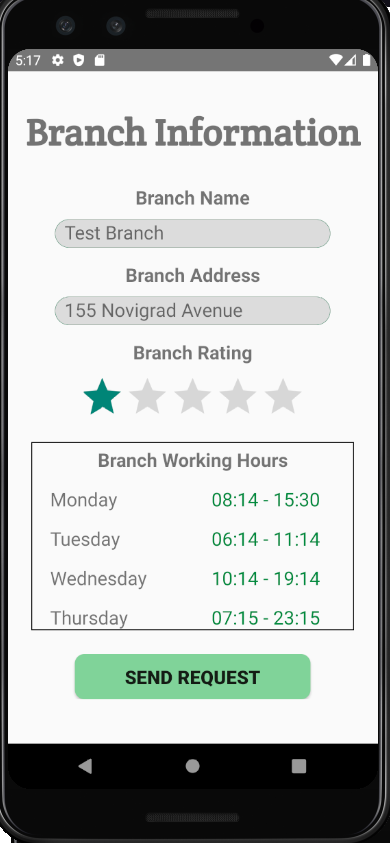










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