

COS 495 – Final Project

By: Robert Dorsey



My Role in the Project

- QR code to access application
- Developed UI interactions
- Updated Trello cards & documentation
- Helped design the user manual
- Worked with Zhakeya on the logo



Scan QR Code for Throtumble

What I Learned



Real-world teamwork & Scrum communication



Documenting a full software project



Importance of naming conventions



How UI/UX decisions affect user experience



Time management balancing Mister KSU duties + coursework

Problems Faced

Scheduling conflicts due to school events

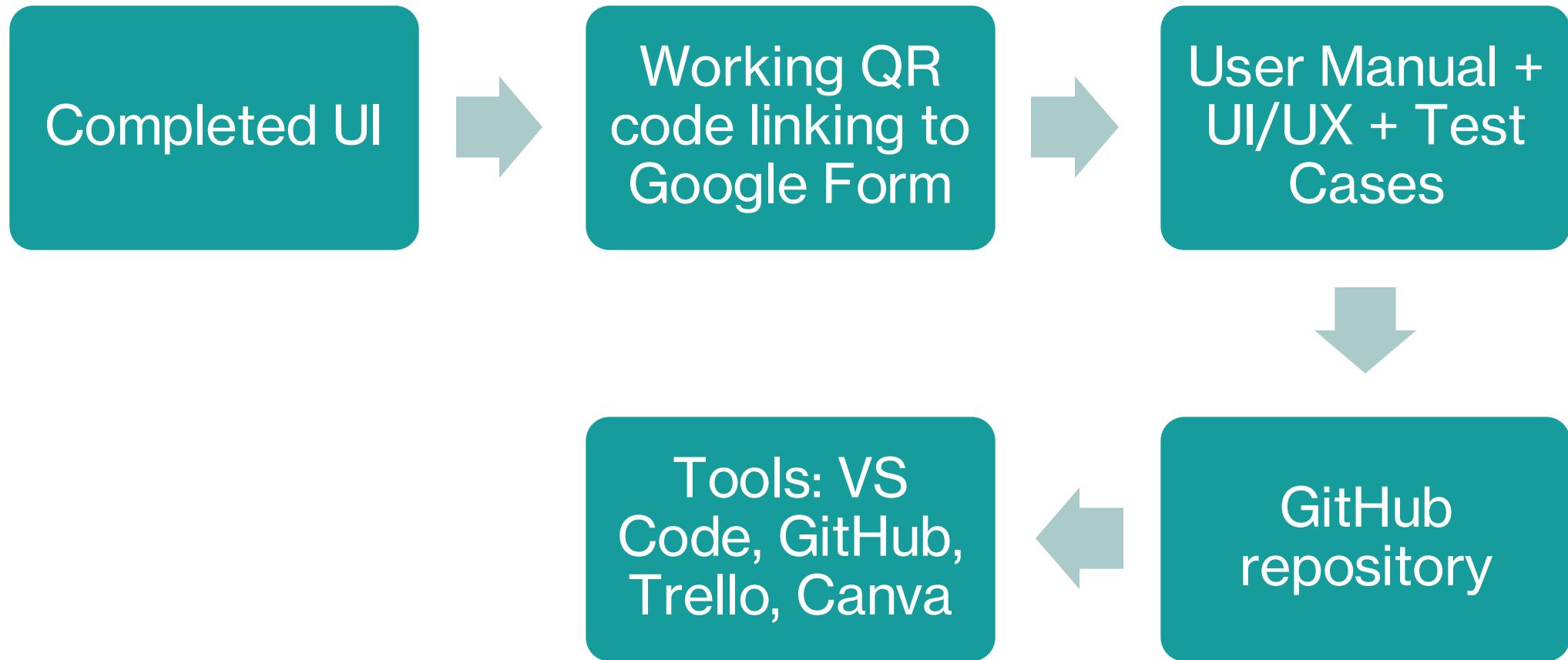
Keeping track of task assignments

Updating repository in sync with team changes

Last-minute feature decisions causing rework

Procrastination and Not preparing myself

Results & Tools Used



What I Would Do Differently

- Start documentation earlier
- Communicate more frequently
- Create UI prototypes before coding
- Create a calendar to balance class work and other responsibilities I have on campus



Overcoming Problems

- Learned and Used Trello to track tasks
- Finally figured out how to add the logo to the QR code
- Managed time around Mister KSU appearances at the end
- Eventually Stayed consistent even during busy weeks



Thank You

