

# Project Status Report

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## Mobile Museum App

**Invalid Read of Size 8**

**4/4/2018**

## Contents

I. Code Accomplishments .....	2
a. Completed This Reporting Period .....	2
b. Planned but Not Completed This Reporting Period .....	4
c. Cause of Incompleteness .....	4
d. Planned for Next Reporting Period .....	5
II. Change Requests Made This Reporting Period.....	5
III. Risk.....	5
IV. Documentation Progress.....	5

# Project Status Report

Project Name	Mobile Museum App	Date	4/4/2018
Reporting Period	Sprint 1&2		

## I. Code Accomplishments

### a. Completed This Reporting Period

#### sprint 1:

Task Name	Description	Dependencies	Priority
Get data from database	Get specific information from database according to different parameters	None	High
Communication between front-end and database	Complete the communication between	Get data from database	High
Presentation of data on the front-end	Parse data and present the item information in readable format	Communication between front-end and database	Medium
User interface design	Design the items presentation view	None	High
Improve user-friendliness	Improve the user-friendliness of the item presentation module	Module integration and testing	Low

#### Sprint 2:

Task Name	Description	Dependencies	Priority
Randomly choose items	Choose a fixed number of items from the database randomly and send their information to the front-end	Communication between front-end and database	High
Items information presentation	Manage to separate different items' information and display their information in readable format on the front-end	Randomly choose items	High
User interface design 1	Design the part of the user interface that will be	None	High

	used to display the overview of the randomly prompted items.		
Items overview presentation	Display the randomly chosen items' overview on the user interface	User Interface design 1, items information presentation	High
Display detailed information 1	Display the detailed information of the randomly prompted items when users click on the image within the item overview	Items overview presentation	Medium
Get items information from database according to different keyword	Get items' information according to user's input keyword	Communication between front-end and database	High
Display different items' information on the front-end in readable format	Parse the information sent from database, manage it and convert the information in proper format so that it can be displayed on the presentation view	Get items information from database according to different keyword	Medium
User interface design 2 and information presentation	Design the user interface to display multiple items as the results of user's search	None	High
Display detailed information 2	Display the detailed information of the randomly prompted items when users click on the image within the item overview	None	Medium
Create account and store user information onto database	Create user's account and perform format, duplication check, then store the user's information onto the database	Communication between front-end and database	High
Login/authentication	Perform authentication when the user login in using the registered account information	Communication between front-end and database	High
Logout	Log out of user's account and de-activate the views that the user is allowed to see when logged in	Communication between front-end and database	Medium
Get account information	Get the user's account information from database and present it	Communication between front-end and	Medium

	in proper format	database	
User interface design	Design the interface to display the user account information and information of favorite items	None	High
Add UI features	Allow "favorite" indicating button to allow users add the item to their favorite folder	User interface design	Medium

#### b. Planned but Not Completed This Reporting Period

Task Name	Description	Dependencies	Priority
Module Integration and testing	Integrate different part of the item presentation function and test the module performance	Communication between front-end and database, Presentation of data on the front-end, User interface design	Medium
Improve user-friendliness	Improve the user-friendliness of the item presentation module	Module integration and testing	Low
Create favorite folder	Create user's unique favorite folder and store it into database	None	High
Add items' information to the user favorite folder	Add keyword and other information to user's favorite folder and store them into database	Communication between front-end and database, Create favorite folder	High
Get information of favorite items	Get information of the favorite items from database and convert the information into proper format for display	Communication between front-end and database	High

#### c. Cause of Incompleteness

1. Underestimate the time and difficulty of some components;
2. Not enough discussion during each member doing his/her own part;

#### d. Planned for Next Reporting Period

Product or Activity	Priority
Implementation of Ticket Purchasing	Medium
Component Integration	High
Add 'favorite' folder to user account	High
User Interface friendliness improvement	low
Component testing	High
System testing	High

## II. Change Requests Made This Reporting Period

Product or Activity	Reason for Request
Build own database of bank account	Difficulty with connecting to outer bank account

## III. Risk

Newly Identified Risk	Status / Comments
Component fail to match	Have more discussion during development
APP size larger than expected	Delete some unnecessary non-functional parts
Unable to finish on time	Leave some advanced functional parts for future development

## IV. Documentation Progress

**Project plan:** Due to change of the final drop deadline, we have changed some of the parts in documentation plan. We have changed our sprint number from four to three and put some of the work in original sprint 4 to sprint 2 and 3. Due to time limit, there are some functions that we may choose to abandon.

**Test plan:** We have submitted a test plan document and keep updating that with our project progress.

**User Manual:** We are working on a user manual with the developing of our app. It basically tells the user how to use this app. It will present the user with detailed instructions, along with many snapshots of the app.

**Developer Manual:** We are working on a developer manual that list all of our classes, interfaces and functions in the project. That could be delivered after the final drop of the code.