
Contactless Clock-In Application for Workplaces

Ryan Higgins

Daniel Gallagher

Shane McCormack

Jack McNamee

B.Sc.(Hons) in Software Development

APRIL 30, 2021

Final Year Project

Advised by: Joseph Corr

Department of Computer Science and Applied Physics
Galway-Mayo Institute of Technology (GMIT)



Contents

1	Introduction	7
1.1	Idea	7
1.1.1	Technologies we used	8
1.2	The Application	8
1.3	Objectives	9
1.4	Chapter Summaries	10
1.4.1	Introduction	10
1.4.2	Research	10
1.4.3	Methodology	10
1.4.4	System Design	10
1.4.5	Conclusion	10
2	Research	11
2.1	Covid-19	11
2.2	Our Survey	12
2.3	Clock-in Methods	13
2.4	Privacy	13
2.5	Facial Recognition	14
3	Frameworks	15
3.1	Kotlin	15
3.2	Android Studio	16
3.3	MongoDB	17
3.4	Website and App	17
3.5	Frameworks that were not used for FYP	18
4	Phones	20
4.1	Phone users	20
4.2	Phone Cameras and Different Phones	21
4.3	Facial Recognition	21

5	Survey	23
5.1	Survey Questions	24
5.2	Reflections on survey	25
5.3	Survey Results	25
6	Methodology	31
6.1	Overview	31
6.1.1	Using Agile	32
6.2	Sprint 1	33
6.2.1	Title	33
6.2.2	Description	33
6.2.3	Allocation	33
6.2.4	Frameworks, Technologies and Languages	33
6.3	Sprint 2	33
6.3.1	Title	33
6.3.2	Description	33
6.3.3	Allocation	34
6.3.4	Frameworks, Technologies and Languages	34
6.4	Sprint 3	34
6.4.1	Title	34
6.4.2	Description	34
6.4.3	Allocation	35
6.4.4	Frameworks, Technologies and Languages	35
6.5	Sprint 4	35
6.5.1	Title	35
6.5.2	Description	35
6.5.3	Allocation	36
6.5.4	Frameworks, Technologies and Languages	36
6.6	Sprint 5	36
6.6.1	Title	36
6.6.2	Description	36
6.6.3	Allocation	37
6.6.4	Frameworks, Technologies and Languages	37
6.7	Project Dissertation Allocation	38
7	System Design	39
7.1	Project Architecture	40
7.2	Application Architecture	40
7.3	Log In and Sign Up	41
7.4	Manager Area	42
7.5	Location	43

<i>CONTENTS</i>	4
-----------------	---

7.6	Create Employees	44
7.7	Edit employee details	45
7.8	Manager Website	46
7.9	Employee details displayed	46
8	Conclusion	48
8.1	Objectives and Goals	48
8.2	Retrospective of this project	48
8.3	Improvements	48
9	System Evaluation	49
9.1	Testing	49
9.2	Application Performance	49
9.3	Limitation Issues	49
10	Appendices	50
10.1	Installation Guide	50
10.2	Plugins	50
10.3	Platforms	50
10.4	Running the application	50
10.5	Application Images	50

Abstract

Covid-19 has brought the world to a standstill for the past year and many workplaces have been forced to close down for fear of transmitting and contracting the virus. This virus can be spread easily by surface contact, which can be near impossible to avoid at many workplaces that are unable to work remotely.

A particular area that is regularly accessed by all the members of a workplace, usually at the same time on a daily basis, is the clock-in system. This can result in the transmission of Covid-19 between employees and managers, leading to them not being able to work, the business losing money and also possible deaths.

We are developing an app that will remove the need for employees to clock in to work at the same place and instead clock in and out using their own smartphone. The user of our app can only clock in when they enter the workplace, via their GPS location.

They will also have to confirm they are an employee of the workplace using a biometric authentication recognition system, which the employee has to use the fingerprint login on their phones. Employee clock-in times, clock-out times and break times will be recorded for the manager to view, thus replacing the need for a physical clock in system. (*****NEED TO ADD IN ABOUT IF EMPLOYEE DOESNT HAVE PHONE WHAT WILL BE PUT IN PLACE FOR THEM*****)

Authors The authors of this project are Ryan Higgins, Daniel Gallagher, Jack McNamee and Shane McCormack who are three fourth year students studying for a Bachelors of Science Honours Degree in Computing in Software Development in the GMIT Dublin Road campus

Acknowledgements

The authors we would like to thank our Joseph Corr our supervisor. We would like to thank Joe for all the time he put in in helping us in our project as well as all the tips he gave us throughout and for meeting us most weeks

and always keeping us on track throughout the year.

We would also like to thank the lectures and faculty of the GMIT Dublin Road Campus, in particular John Healy whom we found to be a constant source of useful information on programming practices and life in industry.

Important Project Documentation

1. <https://github.com/ryanhiggins11/FINAL-YEAR-PROJECT/blob/master/Paperwork/Diagrams/SequenceDiagram.kt>
2. <https://github.com/ryanhiggins11/FINAL-YEAR-PROJECT/tree/master/kotlin-app>
3. <https://github.com/ryanhiggins11/FINAL-YEAR-PROJECT/blob/master/README.md>
4. (LINK TO SCREENCAST)

Chapter 1

Introduction

For our project, we wanted to make an application that allows employees to clock in via their smartphone to help prevent the transmission of Covid-19 in the workplace and to also help stop queues at busy times of the day. The employee will only be able to clock in when they are in the workplace and will have to use their biometric authentication to confirm they are an employee. The clock in times will be recorded for the manager to view, thus removing the need for a physical clock-in system

1.1 Idea

At the beginning of 4th, the last year in software development we were given the task of coming up with an idea worthy and suitable for a level 8 final year project. We knew that whatever we needed to come up with must have certain requirements, use multiple different technologies, languages and it had to challenge our knowledge and skills that we had learned in previous years.

With this year being all remote learning it meant that we couldn't meet in person so we were advised at the start of the year to either work by ourselves or to form a team. To start off this project we decided to form a team which consists of four of us. When we decided our team we then had to start thinking of ideas and we done so much brainstorming of different ideas but we wanted to keep our idea topical to what is going on in the world. This is where the breakthrough happened early into our college year.

It was during a team meeting that we had came up with the idea of designing an application for workplaces that would stop big queues of people all using the same clock in machine especially with Covid 19. After many long discussions, research and teams calls we decided that we were going to pursue this

idea.

We needed to find the right environment for this application. We had used angular and ionic in previous modules but we had never really delved into the environment in much detail and thus we were very intrigued in the environment and learning about the inner workings and its plugins. At the start of the project different ideas were talked about one was that we would use BLE beacon technology and an android application which employees would download and use to login. When the employee would pass the front door it would then clock them in or if they were leaving work it would clock them out. Although we liked this idea we felt that there wasn't enough to it and we felt by using the biometric authentication it would be better. When we then knew we could incorporate biometric authentication into our app this was when we decided that this was the project we would be doing.

***** add in how we tried to get facial recognition going but couldn't *****

For the application we wanted to store everything in a database which includes user account information, clock in times and clock out times. We decided to use MongoDB which is a document-oriented database which stores data in a JSON-like format with dynamic schema. We learned about databases in previous years in our course but for the login we wanted to experiment with some technology that we hadn't previously used, therefore, the decision to connect an online database to the project came about.

1.1.1 Technologies we used

- Kotlin
- Android Studio
- Realm DB
- Mongo DB
- Facial Recognition with ML kit
- Biometric Authentication
- Google Maps Location

1.2 The Application

The application we are developing is going to be able to use on mobile phones. The user will download this application onto their phone and then

create an account using an email and password. When this account is created the user can then login to the application. The applications functionality is going to be clocking in or out for work, clocking in or out for breaks and also we decided to include a sickness feature in our application so if an employee is feeling ill the manager will be notified of this. When the User either Clocks In or Out or takes a break this time will be sent to our database where it is stored. The managers will then have access to a website where we will then be displaying the names and all the times of each employee.

1.3 Objectives

The objectives of this project are:

- Deploy a working application on the Android Store.
- Design a user friendly application that will be easy to understand and use by any given person.
- Make an Application that will allow users to Clock in using there phone and prevent the spread of Covid 19 in the workplace.
- To work as a developing team, work as professionally as possible, set objectives and complete them. Meet weekly with our Supervisor and team members discussing Project development updates and discussions about the applications.
- Connect an application and display the information from a self developed server with our own database.
- For the application have a valid login and sign up connected to a database that stores the information and then displays it to a website.
- Allocate the work evenly and fairly between the four of us and set goals for each one of us.
- Constantly test the application which allows for error and bug detection as well as advance the development of this application. The application should be tested every time it is updated and documented on the results.

1.4 Chapter Summaries

1.4.1 Introduction

This chapter contains the context of the entire project what we set out to do our objectives for the future, the idea and where it came from technologies we plan to use and the location of different elements of our GitHub Repository

1.4.2 Research

This is a chapter where we show all the research that we had carried out on all the different parts of the project from the beginning of clock in machines to different technology we would use in our project.

1.4.3 Methodology

This chapter describes the way the project was approached and managed. It also gives an outline of how the project was tested and the layout of the project development.

1.4.4 System Design

This chapter gives an insight into how the entire design of system architecture how it all works in conjunction and diagrams are provided for the explanation of each element of the system.

1.4.5 Conclusion

The conclusion is a section where we give a summary of our findings, results and our experiences while creating the development and deployment of this project.

Chapter 2

Research

2.1 Covid-19

In our research we really wanted to develop something that would have a genuinely helpful real-world use. As we were developing this application in a pandemic, we thought we would do something to play our part in trying to help people as much as we could during this hard time. At the time when we were researching and brainstorming what to do for this project meat factories in Ireland were on their knees [1] with many workers contracting the virus and factories having huge outbreak of the virus, This is when we as a team agreed that developing an application that helped both workers and business owners avoid this would be a great idea as it would both save business owners closing during the pandemic when they are already struggling and cannot afford to close while also helping those who are working in this pandemic to not contract the virus in work and spread it to family or friends. As we researched further it was clear that the clock in area of any business could easily become a spreading point for the virus. Nearly every family member or friend we spoke to about their clock in point in work said that all employees clock in using the one station which led us to develop our survey to analyze what other workplaces are like. In some cases, there were upwards of 50 people per day using the same machine to clock in. As medical research shows Covid-19 can survive on surfaces for a few days [2], this combined with multiple people touching the same surface is clearly a high-risk area for businesses. We as a team decided to make an application to help with this issue. We decided that the application should not just be employer focused but also focus on the employee and offer advantages to both parties. One key aspect of our design which we got from our research into Covid-19 is that every user must use their own device to stop others possibly spreading the virus

with others. If employees are using their own phone to clock in, they are not touching and contaminating an area which other employees use daily which in turn would dramatically cut the risk of catching Covid-19 in the workplace.

2.2 Our Survey

Once we as a team had agreed on our application idea and what it should feature, we decided to put a survey together to see other people's perspective on our idea. The survey was a simple one-minute survey answered by both business owners and working people which we shared through friends and through social media. We had a solid 41 responses from people which gave us good insights into what people thought of our idea. Firstly 64 per cent of people are currently working during the pandemic the majority of which fell between the age of 18-24. A great figure we got was that 58 per cent of people said ALL employees in their workplace used the exact same clock in station. A whopping 46 per cent of these people said that the fact they all use the same machine makes them worried about catching Covid-19 in the workplace. The best indication we got from our survey was that 95 per cent of people who answered our survey said that they would prefer a system used on their own device rather than the system they have already in their workplace. Another important question was regarding a photo being taken for facial recognition. 67.5 per cent of people said that having their photo taken was not an issue with them at all. This question alone led us to include a text login too so that the people who were not comfortable with a picture being taken could have this option to clock in instead. Six of the people who did our survey identified themselves as business owners. Of these 6 people we asked, "would you be open to switching to a clock in-system like ours". This question got a response of 100 per cent of business owners saying they would be open to switching. This alone shows how good an idea like this could prove to be in the working world nowadays.

The results and graphs showing the survey results can be found using the following link - <https://www.surveymonkey.com/stories/SM-YZMFXF8C/>

2.3 Clock-in Methods

While working together as our team we did some research into different ways which employees could clock into the workplace. The main way we wanted to do was using Bluetooth beacons which when an employee crossed a certain boundary it clocked them in or out automatically. Obviously down to the ongoing pandemic it would have been a hard way to develop our application as with travel and meeting restrictions it would have meant that we as a team could not meet up in person to develop and test using the physical hardware we would need. If the pandemic were not on going this is the way, we would have developed the application as we felt it offered a new and interesting dimension to development using code as in college we rarely if ever used our code on a hardware other than a pc or laptop. Due to these constraints, we changed our method of allowing employees to clock in and out. The method we decided on was a simple clock in and out button which appears once the user is logged in. Once pressed they are pushed to our database and shows who is clocked in, what time they clocked in and what time they clocked out. We decided on this simple system as we believe it offers easy usability and easy navigation without being overly complicated. This will allow users to navigate and use the application with ease without a large learning curve while also providing all the functionality a manager will need by being able to see what time people clock in and out. A good article we found and used is located here [3]. It offers great reasons why an application should be made simple and easy.

2.4 Privacy

When it comes to dealing with people's personal information it is important that privacy is put to the fore front of the research and planning as people need to know that their data is secure and who can view their sensitive material. As a team we have worked to reduce the amount of people able to view this data. Once the database is set up that data should only be accessible by managers and owners of the business. This could possibly be done using a secure web application using a password or by having manager permissions set up on the application. If data is unsecured it can lead to data breaches which can be extremely costly for businesses both financially and it can tarnish their reputation. Customers and employees should always know where their data goes and who can view it, why it's needed by the company and who to contact if they have any concerns. From our survey it was clear

to see some people don't like their photography being taken or used so as a team we decided to allow a text login too which will help these people who don't want a photo used.

2.5 Facial Recognition

To allow people to clock in we decided to try and implement facial recognition. This would consist of the users account being set up with a photograph and then the application once opened would access their camera allowing the system to check if the person is registered and if they are grant them access to the application logged in as themselves. Facial recognition is something very new and we thought it was a great idea to include this. It offers a unique way to interact with the application from a user point of view. It also means that we do not have to store every picture every time someone clocks in. Using facial recognition will allow us to compare the face in the camera to the face we have set up for the user.

Chapter 3

Frameworks

3.1 Kotlin

We decided to work with the programming language Kotlin for our final year project as it was best suited to developing our application. The Kotlin programming language was the most suited to making an Android App when comparing it to other possible languages that we could use. It also helped when we discovered that Google had said that Kotlin was the preferred language for Android App developers as it showed that the majority of app developers trusted this language to use on their application which cleared any doubts that we had about using this programming language.

Even though we were unfamiliar with using this language before during our time in the course, we were excited about the prospect of working with a new language and it would also benefit us that we were learning something new and different from before and also that it was one that we could trust to get our application done to the best of our ability. We wanted to challenge ourselves as well with doing another language as we have been used to doing other languages for a period of time before undergoing assignments and we wanted to start off with Kotlin by learning it while doing our final year project as a practice tool for us working with other languages in the future.

This language was unveiled in 2011 as a new language for the Java Virtual Machine alongside Java which was the main and most worked with language for android apps at that time. Where this language differs to Java is that it does not have it's own built system or package manager as open source tools such as Gradle and Maven.

We worked on Kotlin on Android Studio which is the official integrated development environment (IDE) for Google's Android System. We had to install a plugin for using Kotlin on our Android Studio in order for it to work. All the IDE features worked perfectly with Kotlin. So good that you could work on an application using both Kotlin and Java on the same project and it would still come out well. The advantage that Kotlin has over Java in terms of code is there are less lines of code to be written in Kotlin to complete feature for the application as opposed to many lines of code that has to be written in Java just to complete a method.

This language like any other language has not been the easiest to start off with but once we got our heads wrapped around with, we found it much easier to work with it.

3.2 Android Studio

Android Studio is the official integrated development environment (IDE) for Google's Android System. This is designed for android development specifically. It is used for working on code when developing an application usually using the Kotlin programming language and also other languages such as Java.

Android Studio let's us users change our code and push it without having to restart the app or even the current activity that we would be working on. The code editor in Android Studio is impressive as well, as solutions would come up if you wanted to include a certain method or statement and you are able to press the tab button in order to insert the code automatically into the page that's been worked on.

When working with Android Studio in regards to launching the compiled code, we would use an emulator to launch the code that we worked on or we could run it on our own smart devices by connecting it with a USB (Universal Serial Bus) cable. The role of the emulator is that the purpose of it is to run a totally different software system in the software system that they're already on so for example, running a mobile application on Android Studio. In terms of running our app with using our own smart devices, we have to be able to enable USB Debugging on the developer options feature in the settings of a smart device. Then the user will be able to launch their app on their own smart devices.

3.3 MongoDB

MongoDB is the database that we are using as the database for our final year project. The purpose of this database application that it stores data in a JSON like document. This is able to store information of details that a user has entered about themselves for example, if you were entering an address, it would start of with either an ID or the name of the person and would then enter the address and possibly their phone number as well and then it is saved on the database. Then you could use a sort order for the people who logged in first for example having the people who logged in the earliest compared to the ones who logged in later on. This is one of the most popular databases that are used for websites and we have experience already with using this before with our react app project that we did last year. We are also using react as well for our code as well on Visual Studio Code. It is a front end, JavaScript library used for building user interfaces. It is very useful that we have worked with react already, so it will be easier to work with this time around and it will also help with our website as well.

What we're exactly using this is for storing the information of the time when the employees in the workplace will be clocking in and out of their workplace so that the manager will be able to see if the employees will be coming into work on time. It will consist with having the username or name of the person being entered into the app in order for them to login and clock in and then be able to take a picture of themselves then as a form of saying they have signed themselves into the workplace. The exact details of when exactly the employee logged into the workplace should come into the database, with their name and email being shown on the database while also the exact time they clocked into work and when they clocked out as well from work. We will also try and have the facial recognition system to be able to recognise the person that is taking the photo of themselves as an easier way for them to be able to clock into the app then after their face has been recognised.

3.4 Website and App

As opposed to making our website, we will be using MongoDB Atlas as our database so we will be able to see who will be clocking in and clocking out

from the website. We will first have to connect the website to the database in order for there to be a connection established. For the coding part of the website, we are using the Visual Studio Code Application as it is the best one for working with websites that collaborate with MongoDB Atlas.

Visual Studio Code was the same application that we used last year in the Data Representation and Querying module with Martin Kenirons. In that module we had to create an application using React where we used MongoDB Atlas as our database and we used visual studio code to write up the coding part of our app. Then we are able to launch the application for the command line using the npm start command and the localhost server will launch on your browser.

We feel that the MongoDB Atlas is the perfect database to work on as we already have experience working with it from before and it is highly recommended by other sources as well as one of the best databases to work on in terms of making websites and having the exact details of every feature that's pushed and saved to the database.

For the mobile app part of our final year project, we are using MongoDB Realm. Mongo DB Realm is basically the cloud synchronization piece that connects a MongoDB Atlas database to a client side realm data. To have this work with our MongoDB Atlas, we use realm sync to create a synced realm that partitions our MongoDB Realm database into a local realm and syncs data between the database and all clients who use it. This is one of the most popular mobile databases used by mobile developers, as over one hundred thousand of them worldwide have used them and it is perfect for us to use for our mobile application as we are already using MongoDB Atlas for our website.

3.5 Frameworks that were not used for FYP

Some of the frameworks that we considered using for our final year project (FYP), but we decided against it included the likes of Xamarin and Firebase. We had worked with Xamarin before in the Mobile App module in second year and Firebase in the Professional Skills in IT module in third year. We had enjoyed working with those frameworks at that time but with it being our final year project and all, we thought it would be great if we challenged ourselves as students and learn a new language in Kotlin as it would feel more rewarding to us if we got it done knowing that we done it from the

start ourselves.

We briefly had considered Firebase as a database that we could use for our application. We had used it before on a gym application that we done last year where we clocked in the times of when the user was able to book their gym classes. So we already had a good bit of experience with working with firebase especially with the login section where we could have used something similar for our application to put our emails and password in where it could be saved then in the database .However we had read from a few sources to how good MongoDB integrates as a database with other applications and how it was highly rated as one of the best databases for websites and apps. It was also a plus that we had used it before so it was a no brainer to use it again as we had quite good practice when implementing it to our React App last year and learning about from start to finish.

Even though these would all have been great frameworks to use, we are all satisfied with the choices that we made and we feel that we are learning while working at the same time.

Chapter 4

Phones

In this section we will talk about phones and how we as a team used them to incorporate our application idea which in turn helped us to solve the main problem we set out with. As you are probably aware phones and mobile technology currently has essentially become another limb for many people. People will not leave the house without carrying a mobile phone nowadays. It was clear to us as a team of developers looking to make a change that phones would help play a key role in the development of this application.

When developing an application there are many factors, we as a team must take into consideration before making any decisions some of which regard how many customers our application will be able to reach. As technology advances with huge technological break through being made on a regular basis it comes as no surprise that the phone market can be a bit scattered with some people using iPhone 6's for example and others using the new latest Samsung S21. The clear difference in the technology in older and new phones meant that we had to try and develop an application that would run comfortably on both.

4.1 Phone users

According to research carried out by Irish Life [1] 90 per cent of Irish adults owned a smartphone. The top three uses phone by people surveyed were checking emails, checking social media platforms and checking the news and weather. As a development team this was a clear indication that our idea to have people clock into work using their own device was more than achievable.

4.2 Phone Cameras and Different Phones

Firstly, regarding phones in the development side of our application we had to consider the camera quality which people had on their phone. Newer phones on the market such as the iPhone 11 [2] have a front facing camera with 12 megapixels (MP) whereas slightly older models like the iPhone 6 only have a front camera with 1.2 megapixels [3] (MP) As evident by the specifications outlined above older models would possibly struggle with uploading a clear picture that the facial recognition could use for a login. To combat this, we as a team felt we could solve two problems with one solution. As seen in our survey and in today's world in general some people do not like their photos being taken especially by technology companies who may store them. We as a team decided to include a text login option which would be a solution to people not wanting a photo being taken and for people who might not have a strong enough camera. We felt it unreasonable to cut out some people and have no option for them other to buy a new phone especially when this is a workplace feature.

We have developed our application and tried to accommodate most phone sizes to be compatible with our application. One of the short falls of using a completely new language and development environment for us was we were not used to android studio whatsoever and we have not used any platform similar in our time as developers. One of android studios many short fallings which we will discuss later in this document is that it can be extremely clunky and unhelpful to developers. In order to get the application working on different sized devices android studio does not offer auto scaling like other platforms and instead relies on the developer to implement separates pages which can be run on separate mobile devices. This alone is extremely frustrating to us as developers as it creates a lot of extra work and time but also makes our work space and file system look like a complete mess and easily leads to getting lost in the endless amounts of pages you have to scavenge through in order to change something not to mention the fact it has to be changed on every page individually.

4.3 Facial Recognition

As outlined above we have included facial recognition in this application as we as a team felt it was the most advanced form of identify verification we could develop. Along with this we thought it would be best that we try new and exciting features to broaden our knowledge base and help us become

better developers by taking on features and subjects that would challenge us and make us must learn and research more.

Facial recognition will be used via the front facing camera of the customers phone to verify they are clocking in by comparing the image taken to an image stored on our database when their account was made. Facial recognition is relatively news and cutting edge and we all agreed as a team that this would be a great key feature in our application, we also think that people will be more likely to use our application in the workplace if it's as simple as a quick photo in the work place and then you are clocked in using your very own device.

Chapter 5

Survey

As a team we wanted to conduct some research within our target population for this application. We felt as a team setting up a survey which could be shared on social media platforms and in work group chats would give us a great insight into what working people thought of our idea in comparison to traditional clock in methods. The survey consisted of 10 different questions which we designed to try and give us the widest variety of insight into all areas from working in a pandemic to owning a business in a pandemic.

Making a survey like we have done not only gave us great insight into the basics of the application like clocking in and out but it also gave us a great look at how employees and business owners felt about the application using location features and using pictures and facial recognition along with what privacy issues they might have surrounding these areas as we as a development team knew that privacy and keeping information secure is of great importance to many people especially nowadays.

As students all of us either were working during or before the pandemic so we had great reach with this survey by sharing it into our work group chats and by both sharing it ourselves on social media and getting friends to do so. This proved a great move as we got responses from both workers and business owners and this really provided a great insight into the market for us as a team and really showed exactly what areas people liked and did not like.

5.1 Survey Questions

The survey consisted of 10 simple questions. We specifically picked questions that would be very easy and simple to answer but also provide us with as much insight as we could get. One key aspect which needs to be considered when designing a survey is to ensure it is both quick and easy to do but also contains meaningful questions you can get results from as many users will fail to fill in a full survey if it consists of long complicated questions or takes up a lot of their time with loads of questions. We used "Survey Monkey" as our platform to conduct the survey as they offer a great service, ensure nobody is answering over and over and makes everything easy from sharing the survey to displaying results on graphs. The graphs with the results can be found in the next section "Survey Results".

The first question on our survey is "Are you currently working during this pandemic?". This was an important question as it showed how many people who were taking the survey were working in this pandemic as workplaces have changed greatly since this has all began. Question 2 was "In your workplace do all employees use the same clock-in machine?". Again, this was a very important question for our research as it showed how much businesses relied on all employees using the same surfaces to clock in. Question 3 tied into this question which was "If yes, does using the same machine as everyone else make you worried about Covid-19 in the workplace and possibly catching it?", Again this was an important question as it showed how much using the same machine can worry a company's employees and add to the already immense level of stress in a pandemic without worrying about work.

Question 4 was "Would you as an employee rather use a clock-in service which could be used via your personal smartphone and stop you and others touching the same surface". This question showed us how open employees and owners would be to take on a system like the one we were going to develop. Question 5 was "Are you a business owner?" This question was added just to see how many people ran businesses that filled in our survey. Question 6 was "If yes, would you be open to switching to a clock-in system which employees can access on their mobile phone". This showed us as a team what business owners thought about moving their clock in system to a system like ours and showed us that this was a good idea to develop. Question 7 was "What age group do you fall under?". This was just for us to see the age spread of people doing our survey.

Question 8 was “Do you think a clock-in system like this is good in times like now and for future use even if you are not currently working?”, Again this question was used for insight to see what people thought of our application idea even if they may not be working as of right now. Question 9 was “If the application took a picture to verify your identity which could only be accessed by management would you have concerns with this?”. This was used to see exactly how people would feel about the picture taking feature especially as this was one of the areas which privacy may have been an issue for people. The last question was “If you have concerns about a photo being taken for clock-in purposes, why is this and would a text login option be acceptable?”. In this question we provided a number of options for all outcomes we thought employees might feel about this area such as “Security concerns, Personal reasons, and I don’t mind my picture being used”.

5.2 Reflections on survey

We as a team used this survey as a form of research to see the feelings and thoughts from actual workers and business owners would be like towards our application idea. In our opinion we had a very positive result from this survey as we got loads of responses and insights that we as a team could use and found very helpful. The survey showed to us as a team that the application we are going to develop could be highly useful in the real world and could genuinely help to make workplaces better along with helping stop the spread of anything from Covid-19 to the common cold by eliminating the need for one area for clocking in. The survey also showed that the majority of people both workers and business owners had absolutely no problem with both how our system worked and the security and privacy measures we have taken in the development of this application. As you can see from the “Survey Results” section the feedback we got was extremely positive with nearly all employees wanting a system like this not to mention the fact business owners said they would be open to switch to our system from their existing system. This shows our application offers advantages to both owners and employees.

5.3 Survey Results

Are you currently working during this pandemic?

Answered: 39 Skipped: 1

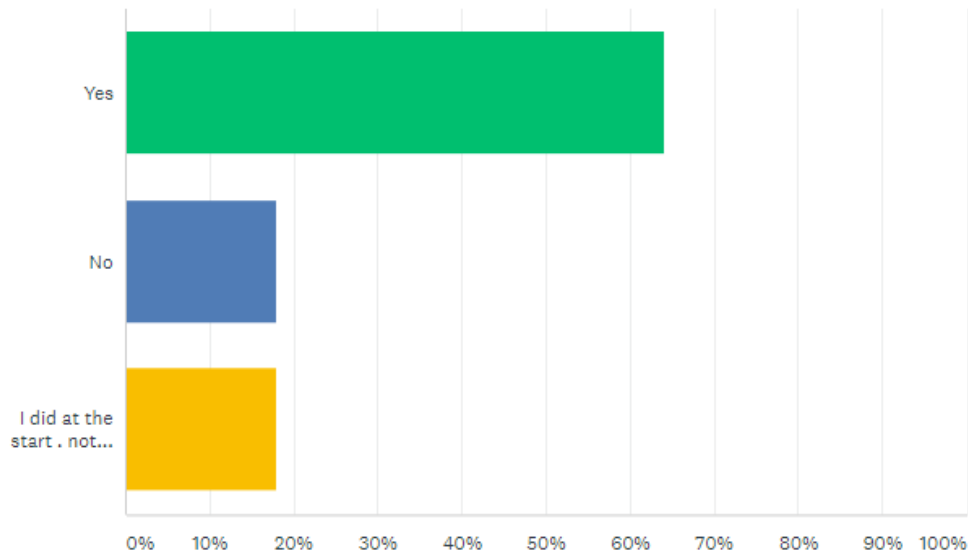


Figure 5.1: Question 1 - Survey Results.

In your workplace do all employees use the same clock-in machine?

Answered: 39 Skipped: 1

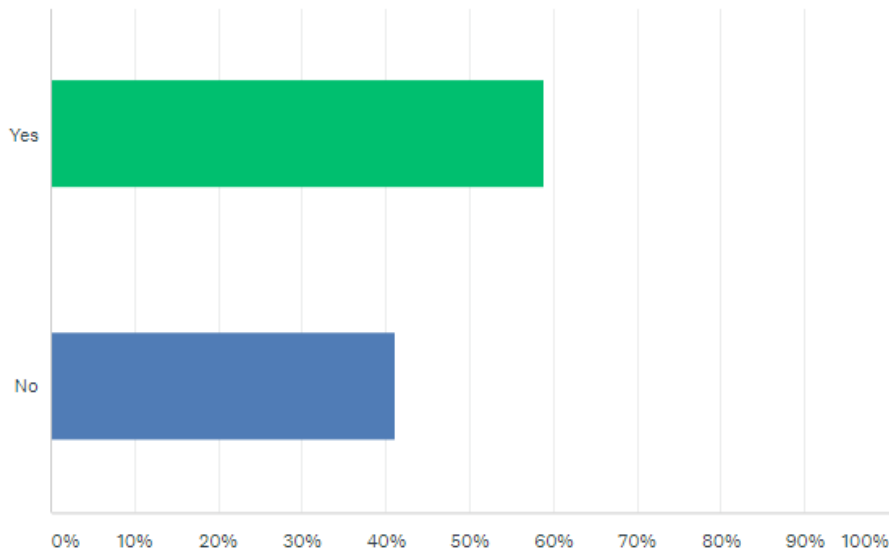


Figure 5.2: Question 2 - Survey Results.

If yes, does using the same machine as everyone else make you worrie...

Answered: 39 Skipped: 1

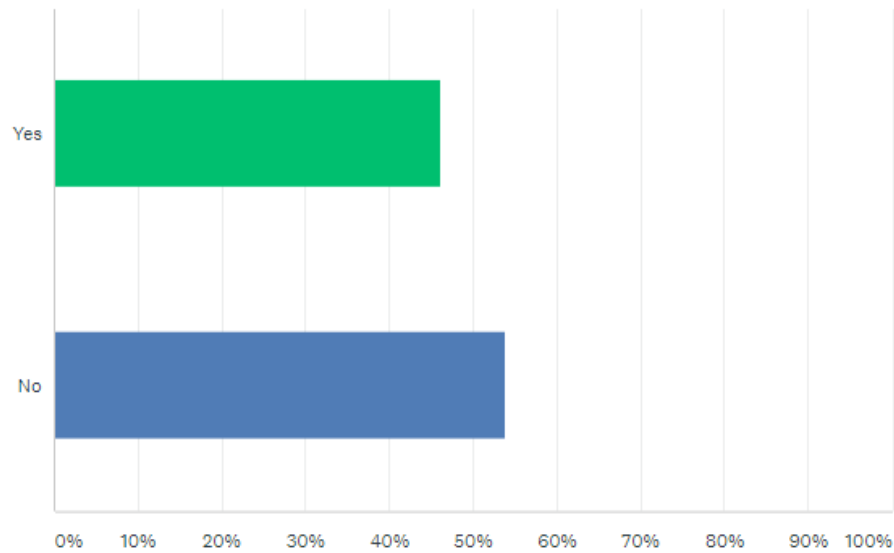


Figure 5.3: Question 3 - Survey Results.

Would you as an employee rather use a clock-in service which could b...

Answered: 40 Skipped: 0

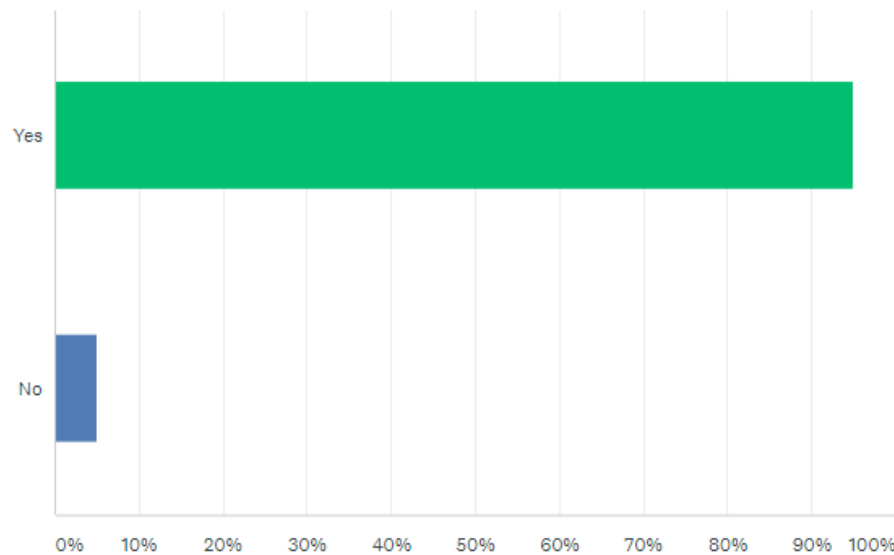


Figure 5.4: Question 4 - Survey Results.

Are you a business owner?

Answered: 40 Skipped: 0

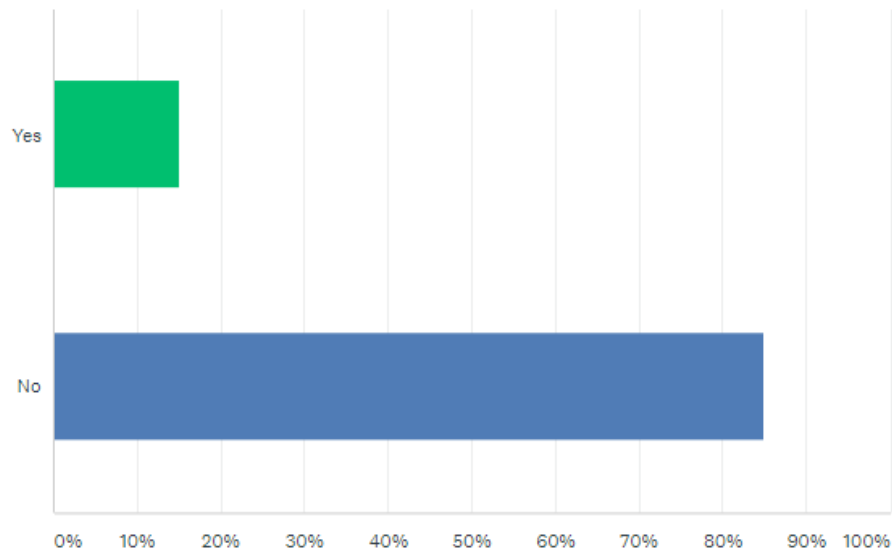


Figure 5.5: Question 5 - Survey Results.

If yes, would you be open to switching to a clock-in system which emp...

Answered: 40 Skipped: 0

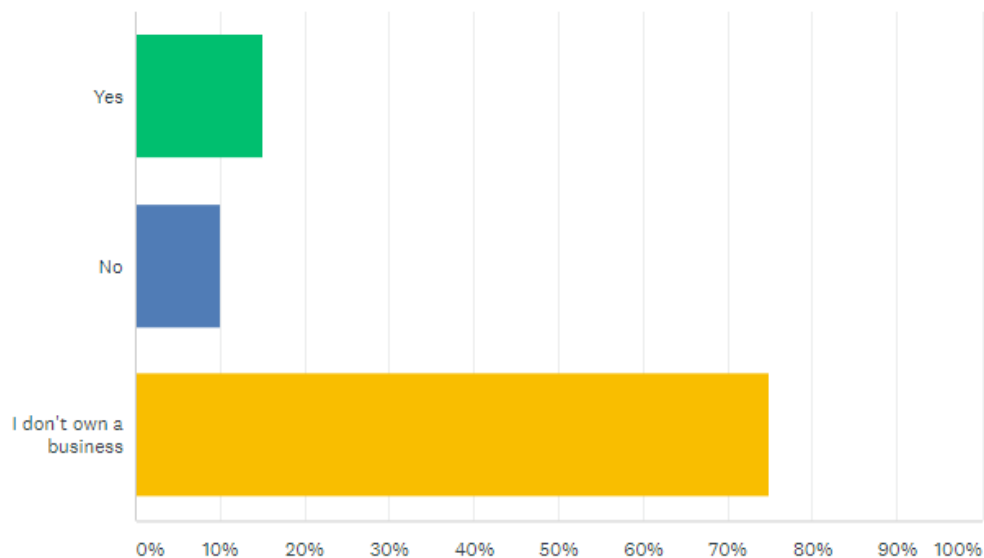


Figure 5.6: Question 6 - Survey Results.

What age group do you fall under?

Answered: 40 Skipped: 0

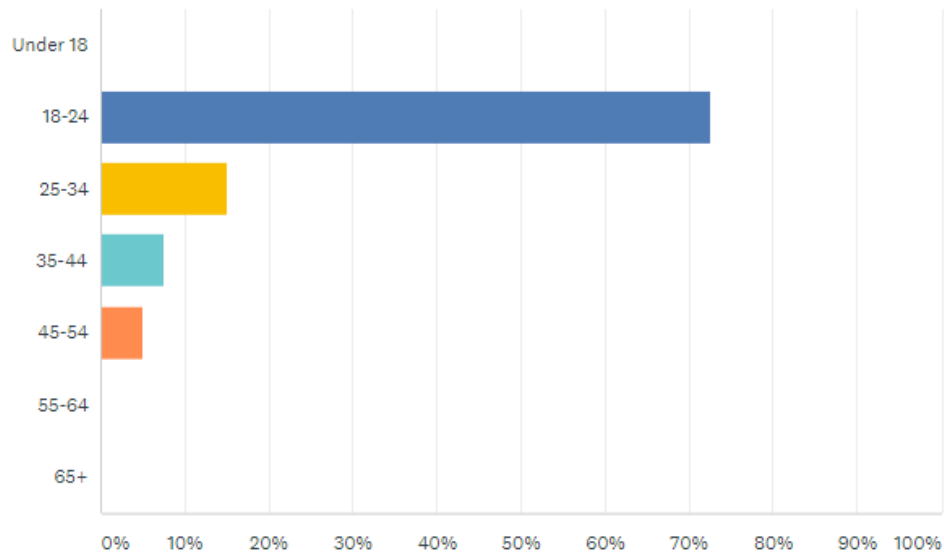


Figure 5.7: Question 7 - Survey Results.

Do you think a clock-in system like this is good in times like now and f...

Answered: 40 Skipped: 0

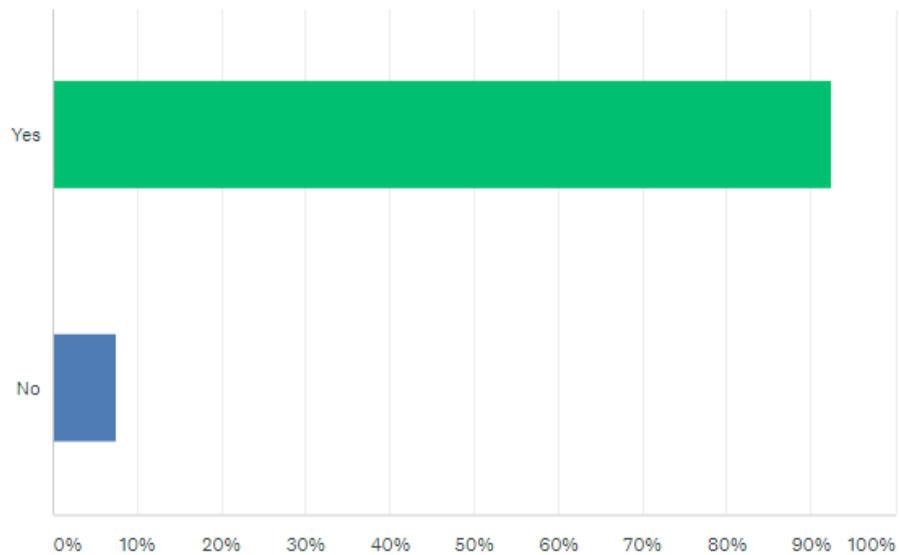


Figure 5.8: Question 8 - Survey Results.

If the application took a picture to verify your identity which could onl...

Answered: 40 Skipped: 0

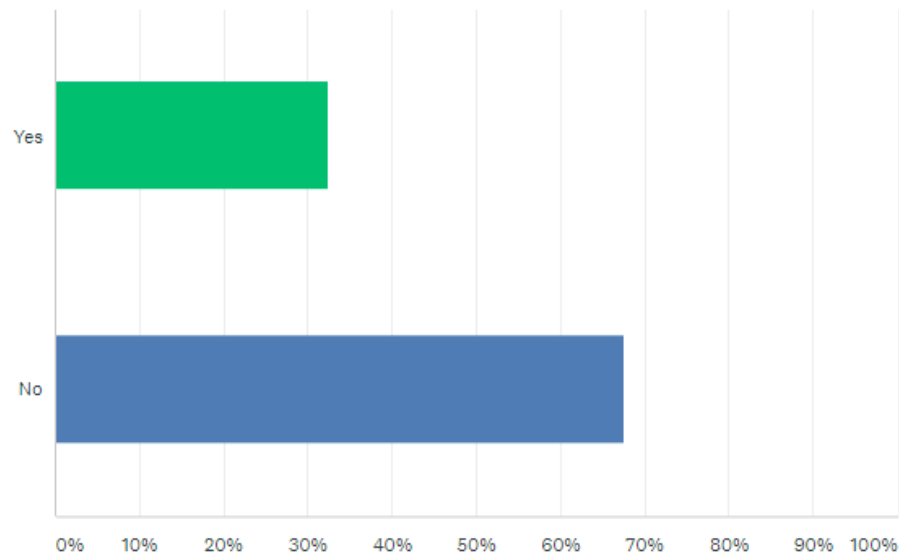


Figure 5.9: Question 9 - Survey Results.

If you have concerns about a photo being taken for clock-in purposes, ...

Answered: 39 Skipped: 1

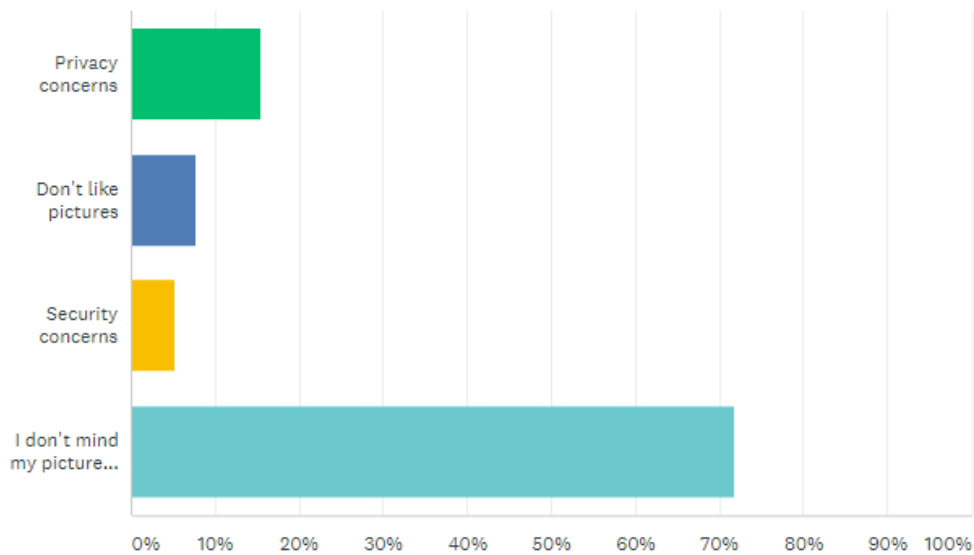


Figure 5.10: Question 10 - Survey Results.

Chapter 6

Methodology

6.1 Overview

In this section we will describe and review the approach that we took in developing of this project, we will describe the methodology used why it was necessary, how it was implemented and how it helped the development of the application progress overall. After reading this section the reader should have a clear understanding of the complexity and scale of the project as well as the steps taken throughout the development. The project design was not fully completed and features were not finalized therefore we needed to use a system that would help us keep on top of any changes and where issues could be dealt with in an easy and efficient manner. After researching many methodologies such as the Waterfall and Lean we had decided that the best methodology for our project was Scrum which is an agile project management methodology or framework. Agile methodology is a way of continuous iteration of both developing and testing. Unlike the Waterfall methodology which was an option for us to use both development and testing of the project are concurrent. There are many benefits of using this methodology and here are some of the ones that helped us determine that this was the right decision. Agile allows the team to effectively prioritize features and workings and also big changes to the project can be implemented even towards the end of the development. The agile methodology was a perfect way to help us with the development but we were not able to utilize all of its features such as the daily scrum meetings so we instead had a team meeting once a week discussing the work completed and forward approach. We attended meetings with our supervisors as often as possible informing them of the progress and gathering their thoughts on the progress as well as the necessary future development.

6.1.1 Using Agile

Within the agile Software Development Life Cycle, work is divided into sprints, with the goal of producing a working product at the end of each sprint. A sprint typically lasts two weeks, or 10 business days. The workflow of a sprint should follow this basic outline:

Plan: The sprint begins with a sprint planning meeting, where we had a meeting where we layed out components for the upcoming week of work. Once we were happy with this we then prioritised the work and assigned a task to each team member.

Develop: Design and develop what needs to be done to complete the task.

Test/QA: Complete thorough testing and documentation of results before delivering it to team members.

Deliver: Present the working product or software to team members and to our supervisor.

Assess: Gather Feedback from the team and from the supervisor and make changes accordingly.

Sprint Planning: The team and supervisor discuss the top priority user stories and determine which ones will be implemented in the next sprint

Sprint Backlog: Is the list of the user stories which are committed for the next sprint.

Sprint: This is a one to three week time frame where the user stories in the sprint backlog are developed by the team. During the sprint meetings its a team meeting where each team member discussed the completed work, the part each person is working on and if anyone needs help or has ran into issues in the work they were doing.

6.2 Sprint 1

6.2.1 Title

Clock In/Out and Break Feature

6.2.2 Description

For our first sprint, we decided to work on the front end of the app. This involved how the app looked, how easy it was to use, and allowing the employee to be able to navigate through the app, so he/she could clock in, go on break, and clock out. To start this sprint research was the first item that we wanted to cover. We started off by making a basic android application while we were discussing what pages to do. The language we decided to use for the application was kotlin which was going to be coded using Android Studio. As this was a new language our first goal was to make sure everyone had a similar understanding of the language. For storage then we decided to use MongoDB as we had some previous experience with it in the past. So at this stage it meant that we had a solid base to the project that we could build on easily and the team were all on the same page.

6.2.3 Allocation

Daniel was allocated to this sprint.

6.2.4 Frameworks, Technologies and Languages

Kotlin, Android Studio, XML

6.3 Sprint 2

6.3.1 Title

Location Feature

6.3.2 Description

In our second sprint, we started on the location feature. This involved allowing the app to check if the employee was at the workplace, via their

smartphone location. If the employee is at the workplace, the clock in button would be enabled, otherwise, it would be disabled, and the employee would be unable to clock in. This worked by setting the latitude and longitude of the workplace in Android Studio and then checking if the employees current latitude and longitude was equal to it. We rounded the workplaces latitude and longitude to .3 decimal places so not all employees would have to go to the same area of the workplace to clock in.

6.3.3 Allocation

Jack was allocated to this sprint.

6.3.4 Frameworks, Technologies and Languages

Kotlin, Android Studio, Android Location Provider

6.4 Sprint 3

6.4.1 Title

Database/Access Info

6.4.2 Description

This sprint involved working on the backend of our application and allowing the manager to be able to easily access the info stored on the database. To do so, we used MongoDB as we have had prior experience with the database program, and it is also document-oriented, which is suitable for our need to store the employees' clock in/out times. Firstly, we worked on allowing the employees to log in to the app. For the employee to log in however, the manager first must create an account for the employee. When the manager had done so, the employee could then log in with their details, which are an email and password, and then reset their password in the app. The manager can also edit the details of their employees, such as their first name, last name, date of birth, and emergency contact. We then started on pushing the clock in and out times to MongoDB. So, the manager could view the time an employee clocked in, the current time of when the employee presses the clock in button is pushed to a MongoDB collection. The same is done for when an employee clocks out. Following this, we worked on a clocked in collection that tracks whether an employee is clocked in or not. This was done to improve

the user experience of the app, so that if an employee closes the app after pressing the clock in button, he/she would be brought to the clocked in page when reopening the app. We also worked on allowing the manager to change the latitude and longitude of the workplace, via the app, to further enhance the location feature. As we felt all the needed details were being pushed to the database, we started on creating the website. This website allows the manager to view the times that employees clocked in, clocked out, and their details. To also ensure the privacy of the employee details, the manager has to log in to the website via a Heroku add-on, *wwwhisper* [1]. This add-on is configured so that only the managers email can be used to log in, and when he/she logs in, they are sent a unique code, via email, that they have to enter to access the website.

6.4.3 Allocation

Ryan was allocated to this sprint.

6.4.4 Frameworks, Technologies and Languages

Kotlin, Android Studio, MongoDB, MERN, Heroku, Visual Studio Code

6.5 Sprint 4

6.5.1 Title

Biometric Authentication

6.5.2 Description

To further improve the user experience and further secure their account, we decided to add biometric authentication [2] to our app. This allows the employee to log in by using their stored biometrics, depending on which type of biometric they have stored. For example, if they have their fingerprint stored on their smartphone, the employee can log in by using their fingerprint. To do so, we took advantage of the *SharedPreferences* on Android to store the employees' email and password, whilst encrypting the password in the process. This process works by the employee clicking enable biometric authentication on the log in page, entering their email and password to be stored and encrypted, and they can then log in via biometric authentication.

6.5.3 Allocation

Shane was allocated to this sprint.

6.5.4 Frameworks, Technologies and Languages

Kotlin, Android Studio, Android Biometrics

6.6 Sprint 5

6.6.1 Title

Testing

6.6.2 Description

For testing our app, we decided to use a combination of unit testing and instrumentation testing. Unit testing consists of testing the logic of the app [5]. For example, if the email and password the employee uses to log in is valid. Instrumentation testing involves testing the behaviour of the app across different devices [4]. For example, the user experience of the app may change when deployed on different smartphones.

For unit testing, we tested the following:

- Logging in/out

Test	Expected Output	Pass/Fail
Log in	Log in successful	Pass
Log out	Log out successful	Pass

- Clocking in/out.

Test	Expected Output	Pass/Fail
Clock in	Employee clocks in and is brought to clock out page	Pass
Clock out	Employee clocks out and is brought to clock in page	Pass

- Going on/starting/finishing break

Test	Expected Output	Pass/Fail
Break	Employee brought to break page	Pass
Start Break	Employee starts their break	Pass
Finish Break	Employee finishes their break	Pass

- Resetting password

Test	Expected Output	Pass/Fail
Reset Password	Employee can reset their password	Pass

- Adding/removing employees

Test	Expected Output	Pass/Fail
Add employee	Manager can add an employee to app	Pass
Remove employee	Manager can remove an employee from app	Pass

- Editing employees' details

Test	Expected Output	Pass/Fail
Edit employee details	Manager can edit an employees details	Pass

- Changing the location of the workplace

Test	Expected Output	Pass/Fail
Change location	Manager can change the location of the workplace	Pass

For instrumentation testing we used Firebase Test Lab [3]. This allowed us to test our app on multiple devices and configurations, so we can see how it will run on each one.

6.6.3 Allocation

Jack was allocated to this sprint.

6.6.4 Frameworks, Technologies and Languages

Kotlin, Android Studio, Firebase Test Lab

6.7 Project Dissertation Allocation

The project dissertation was completed with the four of us working together. We had tackled each section together simultaneously discussing various topics, layout and content. We feel that the write up was divided fairly and evenly. Each one of us working on comparable amounts of this document.

Chapter 7

System Design

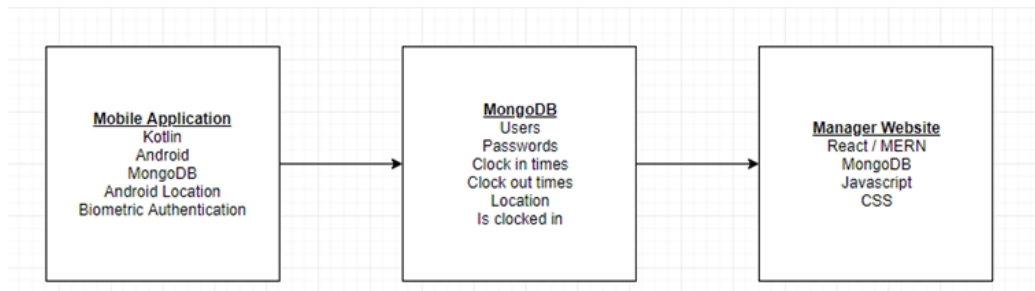


Figure 7.1: Application Design.

The above image a simplified image of our project design overall. We have a mobile application developed using android studio which is coded in Kotlin. This application uses both location and biometric authentication features and stores employee information and accounts on our database in mongo DB. Our database stores information we push up from the application to the database. Here you can clearly see our database is storing our Users, Passwords, Clock-in times and Clock-out times, along with the workplace location and if the employee is currently clocked-in. Our manager website is used by people in management positions inside of the company using the clock in application. Our website is hosted on Heroku and uses WWwhisper to add security to the site. Approved users are emailed, and token given access through their email. This stops people who are not authorized seeing employee information and when people clocked in and out. This is a great security feature and offers employees great peace of mind that their information is stored securely within our database and website.

7.1 Project Architecture

For this project, We have an application working together with two databases one on the MongoDB Realm database and an online database for the manager feature for looking into the database.

The code for the app is written in Kotlin and is connected to the MongoDB Realm database, where the log in and fingerprint recognition system is also developed here as well.

For the manager feature, we are using visual studio code and react and it is connected to the MongoDB Atlas database where the manager will have access to. The website is hosted on Heroku and uses WWwhisper to add security to the site.

7.2 Application Architecture

In our final year project, building our app from scratch was not as straight forward as it looked. There was a lot of work put into designing the architecture of the final year project and the application as a whole so that we had it properly planned on how we were going to get all of the components and different features to work as one whole working application.

The purpose of this app is that the employee is able to clock in and out their times that they have arrived to the workplace instead of signing a sign in form and the manager is able to see which employee clocked in or out by their username and what exact time they actually came into the workplace and what time they finished at in order for the manager to see if the employees are turning up for work on time or not.

So if the employee is after arriving in the workplace, they must immediately clock in on the app so they're signed in for work. Then the location feature must check if the employee is in the workplace and if they are found to be there, then they are brought into the log in feature. They must be already signed up to this feature and if not they must set up an account containing their email, password and their fingerprint. If the user does have an account then they have to log in using their name and password. After that then a fingerprint recognition system comes in and they have to use their fingerprint in order to complete the clock in. If the employee's fingerprint is the right

match then they are brought into the clock in feature. Then they are able to press the clock in button which automatically clocks the employee into work and the details of their clock in is immediately stored in the database.

The employee will then be able to clock in their breaks from work and will clock in again when they have returned to work from their break. The clock out feature then will be used for when the employee feature is finished at work for the day. The employee will have to clock out and will most likely sign out from the app as well.

The clock in, clock out and break times then are able to be viewed by the manager through the database that's connected to the application. The manager has it's own feature where they are able to log in on the website where they have the access to the database where they are able to see all the details of the employee's. The manager is able to see who the employee is and at what time they either clocked in or out and how long they took their break from work. This is great way for the manager to see if his employees are turning up for work and if they are fulfilling their work duties which are required for them to do.

7.3 Log In and Sign Up

As you do for most apps or websites that have login functions for their users and customers, the users must always sign up by giving the website their details such as their name and password. For the sign up part of this application, the user has to give their first name and last name followed by their username and will have to confirm their password they will use to sign in.

All these log in details are then saved and stored onto a database so that the username and password that the user entered on the sign up page will be used for logging in to the clock in feature. If you were to enter the wrong password on the log in feature, the user will be denied access to be logged in and instead would be given a message to say that the username or password is incorrect and to please try again. If the user forgets their password, they are able to set up a new password that they will remember so they'll be able to successfully log in. The new password will replace the old password and will be saved in the database so it will be used for future log ins.

7.4 Manager Area

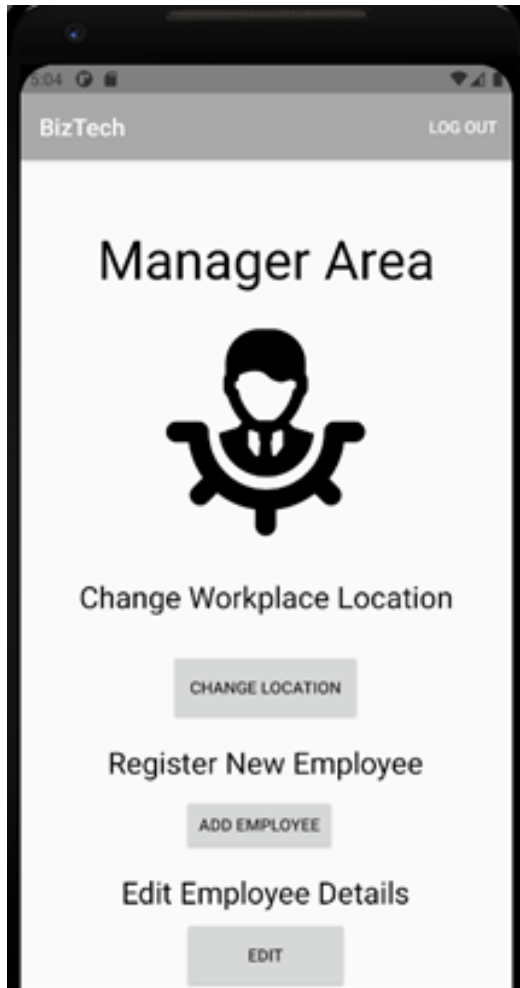


Figure 7.2: Manager Area.

In figure 7.2 we see the admin homepage area. Once you have logged in as an admin this is what screen you are met with. Firstly, you can see the log out button in the top right. Clicking this button will log you out of the application and bring you back to the login in screen. As you can see on this page there is three buttons which all bring you to different areas where different settings and information can be changed. This area and all these settings is only accessible by managers who log in.

7.5 Location



Figure 7.3: Location.

In figure 7.3 we can see what the change location page looks like. Again, it has the log out button located in the top right of the screen which will log the user out and bring them back to the homepage where they can log back in. In the input boxes we can see the placeholder text clearly. The top box is for your latitude and the bottom box is for the longitude. Changing this will change the workplace area and will impact how and when people can clock into the workplace. Changing the location should not have to be done very often. Changing this location will also change the location of the workplace stored on the MongoDB.

7.6 Create Employees



Figure 7.4: Create Employees.

Figure 7.4 shows the create employee page. This page is where managers can create an employee's account in order to allow them to use the application. We designed this in such a way that employees accounts would be made by the manager and once made the employee can change the password set for them when their account was made. Managers in workplaces are the people whom carry out the interviews and accept new employees in most cases so we as a team felt it the right decision to leave creating the accounts up to the managers as we didn't want people who didn't work in the workplace to be able to create accounts as this could lead to empty used accounts and a huge amount of accounts when there isn't as many employees. on the MongoDB.

7.7 Edit employee details

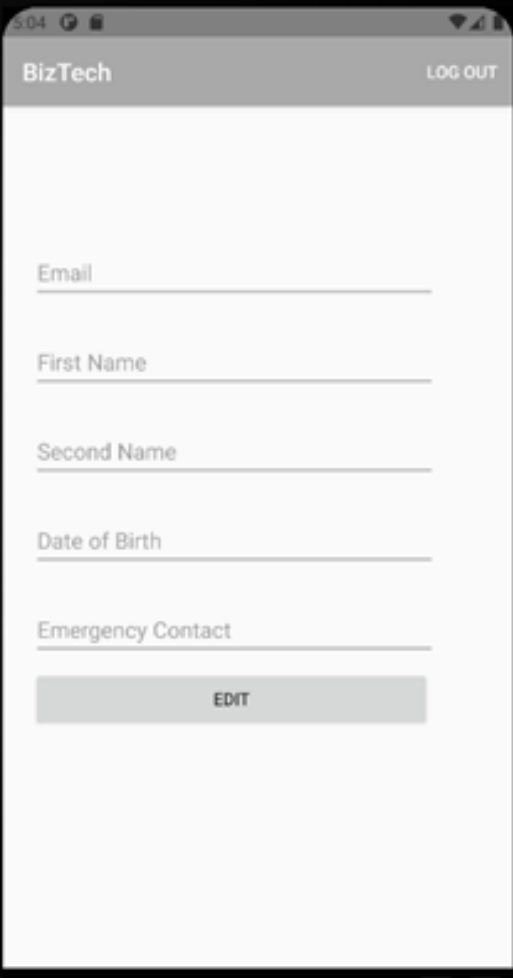
A screenshot of a mobile application interface for 'BizTech'. The top status bar shows the time as 5:04 and various icons. The app header is dark grey with 'BizTech' on the left and 'LOG OUT' on the right. The main content area is white and contains five text input fields, each with a label above it: 'Email', 'First Name', 'Second Name', 'Date of Birth', and 'Emergency Contact'. Below these fields is a grey rectangular button with the word 'EDIT' in white capital letters.

Figure 7.5: Change employee details.

Figure 7.5 shows employee details page. On this page managers can make changes to the employee's details whether it be changing their name, date of birth email or emergency contacts. This is very useful as it allows the manager to change details stored on the database whether it is due to an error when they are inputted or if a number or email has changed. Emergency contact was a thing we as a team agreed fully on and we believe this is a great idea as if anything was to happen in the workplace managers will be able to see emergency contacts of the employees in a matter of seconds.

7.8 Manager Website

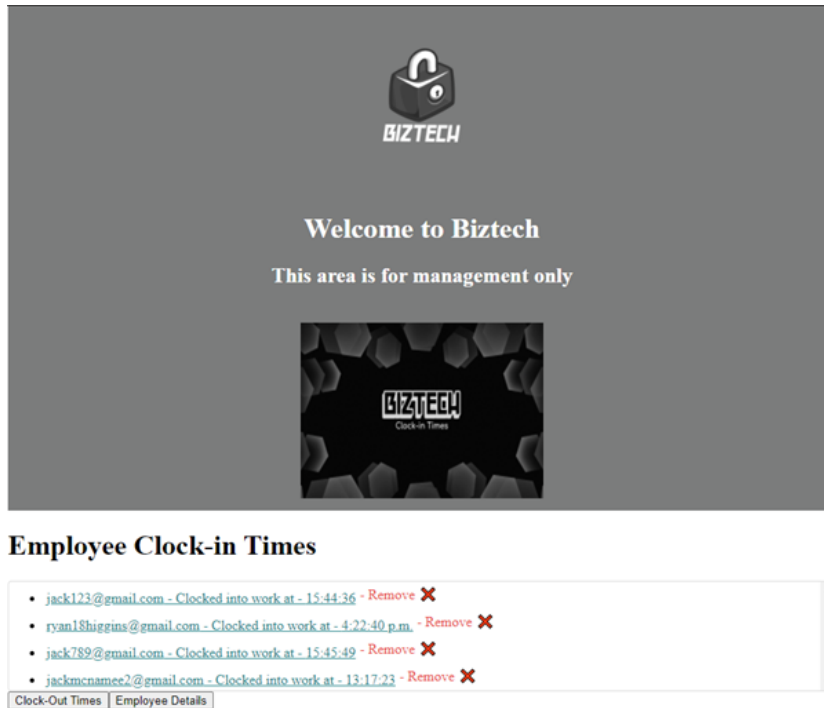


Figure 7.6: Manager Website.

Figure 7.6 shows the clock in times displayed to the manager on the website. Here you can see who clocked into work and at what time they clocked in while also being able to remove them. This is where a manager can come to see who clocked into work and whether they were late or on time. The records update themselves and do not duplicate so each employee will only have 1 entry rather than 7 per week. This helps to keep the table clean and easy to read. The clock out page of the website looks exactly the same with the only change being clock out rather than clock in times displayed.

7.9 Employee details displayed

In the below image (figure 7.7) you can see the employee details side of the website. This is where a manager can quickly look to see everything about his employees from Name and Email to date of birth and emergency contacts. This is an extremely useful page for management. If an employee leaves their records can be removed also by the manager using the button on the right

side. Each employee only has one record, and this can again be changed in the manager section by the manager which will update the information on the database and in turn change this information.



Figure 7.7: Employee Details.

Chapter 8

Conclusion

8.1 Objectives and Goals

8.2 Retrospective of this project

8.3 Improvements

Chapter 9

System Evaluation

9.1 Testing

9.2 Application Performance

9.3 Limitation Issues

Chapter 10

Appendices

10.1 Installation Guide

10.2 Plugins

10.3 Platforms

10.4 Running the application

10.5 Application Images

Bibliography

- [1] wwwhisper (Heroku add-on). URL: <https://devcenter.heroku.com/articles/wwwhisper>.
- [2] Biometric Authentication. URL: <https://developer.android.com/codelabs/biometric-login#0>.
- [3] Firebase Test Lab. URL: <https://firebase.google.com/docs/test-lab/>.
- [4] Instrumentation Testing. URL: <https://developer.android.com/training/testing/unit-testing/instrumented-unit-tests>.
- [5] Unit Testing. URL: <https://developer.android.com/training/testing/unit-testing/local-unit-tests>.