P3 Project Work Journal

Jan 15, 2024:

• Implemented a graph display (on the home page) of the average measurement taken during a round, to better track variability and inconsistent measures.

Jan 07, 2024:

- Implemented Data validation when a measurement is uploaded, using the Min/Max constraints in TBL_PARAMETER
- Re-organized widgets into separate .dart files for better readability

Dec 20, 2023:

• Added a card on the Scan page, displaying the last three measure taken at a given measurement point.

Dec 04, 2023:

• Modified navigation logic to more closely resemble that of Android Studio fragments, Keeping data persistency between pages (mostly for round tracking).

Nov 21, 2023:

- Added measurement uploading when a corresponding QR code is scanned
- Implemented a round logic, to track down an employee's round time when he/she presses the start button

Nov 20, 2023:

- Added data verification for QR codes scanned (must be using the ClariusDP;XX;XX format)
- Added user feedback when a code is scanned, as vibration.

Nov 13, 2023:

- Scan Page modified to read QR codes using the Flutter qr_code_scanner package
- Added a display card to verify the scanned QR text

Nov 07, 2023:

- Added dynamic Data display on home page cards fetched from Firebase DB
- Added user feedback when a data entry is made

Nov 01, 2023:

- added login / home text to welcome the user
- Finished Login page to work with Firebase's Authentication Database

Oct 30, 2023:

- Firebase library compilation done
- Established link with Firebase Console
- Created a Firestore NOSQL DB
- Added an authentication layer to redirect when a user isn't logged in.

Oct 29, 2023:

- started work on interface elements
- Login page, scan page and basic navigation laid out

Oct 23, 2023:

- new Flutter project created
- Research concerning Flutter libraries

Oct 16, 2023:

- added database diagrams in docs folder
- Updated README.md with more information

Sep 25, 2023:

- Initial commit
- Getting to know constraints and other factors.
- Documentation & planning started