KAPP Application Project Management

Team Name: Basement Dwellers

Team Members: Tanner Helton, Adam Jolles Chris Stillman, Troy D'Amico, Thomas Gansner

VISION STATEMENT

FOR KU students WHO need a better way to navigate their way through campus and want to know more about campus events, the KAPP is a mobile phone application that allows students to view interactive maps of buildings on campus, view events around campus in real-time, and access personal information such as schedules, grades, and student IDs. UNLIKE Canvas and Blackboard, KAPP aims to excel in functionality and user-friendly interfaces so that students can easily access KU-related information. Our product enables students to view a wide range of data easily from their mobile devices and will foster a significant increase in student involvement around campus.

TEAM PROFILES

- **Tanner Helton ‘24**
  - Major: Computer Science
  - Relevant Coursework: EECS 448, EECS 645, MATH 510
  - Programming Languages/Libraries: C++, JS, Python, Java
  - Hobbies include films and skiing
  - Sunday, Tuesday, and Wednesday evenings work best for meeting
  - Contact information
    - (913) 777-9722
    - tanner@tannerhelton.com
- **Chris Stillman '24**
  - Major: Interdisciplinary Computing w/ concentration in Biology
  - Relevant Coursework: EECS 448, 510
  - Programming Languages/Libraries: JS, Python, R, C++, HTML, CSS
  - Sunday and Monday evenings work best for meeting
  - Hobbies include golf and music
  - Contact Information:
    - (913) 217-5833
    - chrisstillman@ku.edu
- **Adam Jolles ‘24**
  - Major: Computer Science
  - Relevant Coursework: EECS 448, EECS 645, MATH 510
  - Programming Languages/Libraries: C++, JS, Python, Solidity
  - Sunday, Monday, & Tuesday evenings work best for meeting
  - Hobbies include reading, long walks on the beach
  - Contact Information
    - (913) 260-7721
    - adamjolles8@gmail.com
- **Thomas Gansner ‘24**
  - Major: Computer Science
  - Relevant Coursework: EECS 368, EECS 210, EECS 448
  - Programming Languages/Libraries: C++, Python, Node.js, MSSQL
  - Sunday and Monday evenings work best for meeting
  - Hobbies include watching sports and running
  - Contact Information
    - (913) 522-5408
    - tomgans14@gmail.com
- Troy D'Amico '24
  - Major: Computer Science
  - Relevant Coursework: EECS 448, EECS 645, EECS 510
  - Programming Languages/Libraries: JS, C++, Python, HTML
  - Free most evenings for meetings
  - Hobbies include fishing and basketball
  - Contact information
    - (913) 305-9317
    - troydamico16@gmail.com

ROLES & RESPONSIBILITIES

Team Administrator - Tanner Helton

- Primary responsibilities include: scheduling team meetings, creating minutes for the meetings and updates to our progress log, posting the minutes, and management of the meetings.
- Also responsible for technical work in regard to Dev Ops (servers or any other software we are using)
- Also responsible for managing personnel on the team. This includes creating a positive working relationship with all team members and bringing any issues to the professor's attention.

UI/UX Coordinator - Chris Stillman

- The main purpose is to provide a quality front-end experience for the user.
- I will work primarily with HTML, CSS, and JS to provide the UI/UX for the application.
- I will also be responsible for consistency across the app, whether in typography, color, style, etc.

Project Manager - Adam Jolles

- The main responsibility is planning, developing, and marketing the project - working closely with the scrum master to maintain weekly goals during the project life cycle.
- I will also ensure we stay on track with our desired outcome throughout the project lifecycle.
- Make sure that our project meets the requirements set out by the professor, and work with TAs to ensure this throughout the semester.

Scrum Master - Troy D'Amico

- Creates a scrum framework that works best for the team and ensures it is properly followed
- In charge of weekly scrum and deadlines for the week
- Sets the goal for each week of work
- Takes input from team members to maximize efficiency

Backend Coordinator - Thomas Gansner

- Focused on creating, maintaining, and testing the backend of the project
- Collaborate with UI/UX Coordinator to ensure the full-stack application runs smoothly
- Compile and analyze data using JS, troubleshoot problems within the application, and search for new features to be added

MEETING NOTES

Team Meeting 9/11

WHEN: September 11 @ 8PM

PURPOSE: First team meeting, set up and discuss the project

ATTENDANCE: Tanner Helton, Adam Jolles, Chris Stillman, Troy D'Amico, Thomas Gansner

NOTES:

We met virtually as many of us live in different parts of campus and it was later in the evening

We decided that we did not need to meet in-person regularly but rather as needed

We talked about potential ideas and the names of our project. We settled on "KAPP"

We chose the best time for us to meet regularly. It is Sunday afternoons.

We discussed group names as well. Some options are Basement Dwellers, Top dawgs, The Stickman Clan, and Hanoi's tower

We established the team roles as

- Team Administrator - Tanner Helton
- UI/UX Coordinator - Chris Stillman
- Project Manager - Adam Jolles
- Scrum Master - Troy D'Amico
- Backend Coordinator - Thomas Gansner

And recorded this in the project management document

We ended the meeting

Team Meeting 9/15

WHEN: September 15 @ 5PM

PURPOSE: Second team meeting, work on part 2 documents (Create vision statement)

ATTENDANCE: Tanner Helton, Adam Jolles, Chris Stillman, Troy D'Amico, Thomas Gansner

NOTES:

This meeting was held via zoom.

The first thing we did was settle on a name. We selected Basement Dwellers as our group name.

We created a Trello board and a GitHub - https://github.com/tannerhelton/KAPP

We discussed our vision statement and made sure to document it in the project management file. We settled on:

FOR KU students WHO need a better way to navigate their way through campus and want to know more about campus events, the KAPP is a mobile phone application that allows students to view interactive maps of buildings on campus, view events around campus in real-time, and access personal information such as schedules, grades, and student IDs. UNLIKE Canvas and Blackboard, KAPP aims to excel in functionality and user-friendly interfaces so that students can easily access KU-related information. Our product enables students to view a wide range of data easily from their mobile devices and will foster a significant increase in student involvement around campus.

We ended the meeting shortly after 6:30 pm

Team Meeting 9/25

WHEN: September 25 @ 5PM

PURPOSE: Third team meeting, work on part 3 documents

ATTENDANCE: Tanner Helton, Adam Jolles, Chris Stillman, Troy D'Amico, Thomas Gansner

NOTES:

This meeting was held via zoom.

Our group met to work on our third assignment, use specifications.

We prioritized functionality within the application.

We also made a working version-1 prototype of KAPP.

Chris created and shared documents on Visual Paradigm for us to create the required documentation for this project.

We worked on this for a while on our own and then created a discord so that we could talk while working on it.

The meeting ended at 10 PM.

Team Meeting 10/6

WHEN: October 6 @ 5PM

PURPOSE: Fourth team meeting, work on part 4 documents

ATTENDANCE: Tanner Helton, Adam Jolles, Chris Stillman, Troy D'Amico, Thomas Gansner

NOTES:

This meeting was held in-person at one of our houses.

Our group met to work on our 4th assignment.

We revised our use cases and functional and supplementary requirements using both the visual paradigm and the template uploaded on Canvas.

We also revised some of our code and added comments to the version-1 software we developed previously.

We refined our GitHub repo and modeled it after a guide one of our classmates used that seemed to be effectively laid out.

We split up the tasks to make them more time efficient. Chris handled making most of the diagrams on Visual Paradigm, Troy helped write some of the languages in the template documents, and the rest of the team worked on the prototype and GitHub as well as updating the Trello Board.

We concluded this meeting at 9:30 PM.

Team Meeting 10/9

WHEN: October 9 @ 7PM

PURPOSE: Fifth team meeting, clean up some of the workflow documents

ATTENDANCE: Tanner Helton, Adam Jolles, Chris Stillman, Troy D'Amico, Thomas Gansner

NOTES:

This meeting was held via zoom.

We met to discuss our use of tools like GitHub, Trello, and Discord and how we'd like to proceed with them.

We looked up some templates for agile workflow systems on Google and created a convolution of them that fits our needs.

We worked with one another to train and learn the systems until we all felt comfortable.

This meeting ended around 9:15 PM.

Team Meeting 10/23

WHEN: October 23 @ 7 PM

PURPOSE: Sixth team meeting, finish part 5 iteration 1

ATTENDANCE: Tanner Helton, Chris Stillman, Troy D'Amico, Thomas Gansner

NOTES:

Adam Jolles was not feeling well and had to not participate in this meeting.

This meeting was held via zoom.

This meeting was focused on the completion of the part 5 documents that are required.

Chris once again focused on the visual paradigm diagrams as he is the most graphically inclined.

Tanner and Troy worked on filling out the wording and language for the documentation so that it fits best with our project.

Thomas worked mostly on the prototype and helped brainstorm how our product will work as we created the documentation.

This meeting ended around 11:30 PM.

Team Meeting 10/30

WHEN: October 30 @ 7 PM

PURPOSE: Seventh team meeting, finish part 5 iteration 2 and part 4 iteration 3

ATTENDANCE: Tanner Helton, Adam Jolles, Chris Stillman, Troy D'Amico, Thomas Gansner

NOTES:

This meeting was held via Discord.

This meeting was held to finalize our part 5 and part 4 documentation (Project management, Software architecture, Use Cases, Class diagrams, etc.)

We heavily restructured our templates and repository to have a more standardized presence across the board.

Chris spent some time updating the group on the prototype UI storyboard he created over the week.

After that, the rest of us started working on updating the documentation both new and updating old documents.

Finally, we double-checked our repository and the notes to make sure everything was in order and updated across the board and submitted our documents.

The meeting concluded around 11:30 PM.