

CS 246 Final Project Report

Tiago Schubert

Tiago Schubert, Leonardo Souza, Elijah Nuñez

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Project Demo Video

Online students, provide a link to the demo video of your project. This video should be posted as an unlisted or public video on YouTube (not private) or Vimeo. Please do not use another video hosting service and make sure you test that everyone on your team can see the video without using a password.

The video should be 5 – 7 minutes long, describe the sponsor, the purpose of the app, show off major features you are particularly proud of, describe any major technical challenges you faced and what you did to overcome them.

<https://youtu.be/Ky7Pg-el5Jw>

Project GitHub Repo

Please include a link to your team project GitHub repo here. If the repository isn't public, make sure your instructor has read access to it.

<https://github.com/LeoMosiah/dory>

Project Summary

This project was a challenge that made us grow a lot as students. We start with several disputes on how to do it, but we managed to reach a consensus on how to do our project. We use firebase to make our job easier. Leonardo helped us to understand the importance of Firebase in this project. We started with Login and authentication, then we worked on content links and lastly we worked with the quiz and interface.

Primary Individual Contributions

I was the project manager, talked to the sponsor every week and presented to the sponsor what we were doing. We planned together what was possible to do in the app. I helped organize the topics and questions that the sponsor wanted in the project and then I tried to pass the needs of our sponsor to the team. I helped with some parts of the code in the code programming process as well.

Time Breakdown

Week	Total Hours (Rounded)
Week 07	3
Week 08	3
Week 09	3
Week 10	3
Week 11	4
Week 12	4
Week 13	5
Total	25

Self-Evaluation of the Project

Working Code

We tried to have a clean code; we deleted all the code that was not working. Our code is working. I believe we could have worked more on the look of the app. Firebase helped us a lot by making our code shorter.

Requirements

All requirements have been met. Some requirements I believe we needed to work on more. We had all the requirements completed.

Design Principles

We were always focused on making our code object-oriented. Our GUI was a very simple screen focused on the main content.

Code Style

We try to maintain the java coding standards. The result of our work I believe was satisfactory. I didn't find the code difficult to read despite realizing some things that we should have improved.

Documentation

We have javadoc headers for most of our methods, and have some comments in a few key parts, but could have been more diligent in our documentation.

Version Control

We tried to make it very clear the changes we made so that the project could be easier to have a new implementation.

Project Evaluation

Criterion	Performance Level
How well does the project work?	Good (90%)
How well does the project fulfill its requirements?	Mostly Adequate (80%)
How well does the code embody good design principles and patterns?	Mostly Adequate (80%)
How beautiful is the code?	Good (90%)
How well documented is the code?	Mostly Adequate (80%)
How well was version control used?	Good (90%)

Grade Calculation

According to the numbers given below, I believe this is a good proportion of how our work went.

Team Member Contribution

Name of Teammate	Participation (0-3)	Responsibility (0-3)	Value Added (0-4)	Total Points (0-10)
Myself	3	3	3	9
Leonardo	3	3	4	10
Elijah	3	3	4	10

I really enjoyed working with my team. We were all trying to do a good job and we worked hard to find the right way to do this project. We had different ideas on how to do the project but in the end we managed to reach a consensus.