

# Team making and project setup

**Deadline: September 21 (team making) and October 2 (project setup)**

**Overview:** For this milestone, you will create the team with whom you will work on the project. You will also set up the tools and environment you will use for the rest of the semester to accomplish the requirements of the term project. Please note that you have two deadlines at this milestone.

**Deliverables:** Please follow the tasks explained under the “Tasks” section to (1) make your team, (2) set up your team’s GitHub repo, (3) identify team roles, and (3) install the CS427 app on an Android emulator device. We will create a “**private chat room**” on Campuswire for each team, and once the teams are final, members will be added to their chat room. You must create a “**pdf file**” named **Team<team-ID>-Milestone1** and submit it to your TA in the room. Your deliverables are:

1. Filling and submitting the CATME survey
2. The pdf file that contains
  - a. Link to your team’s GitHub repository
  - b. Screenshots that confirm you have successfully set up the project environment and your app is running on the emulator (please see the tasks for more details)

**Grading rubric:** Please find the rubric below.

Activity	Points	Team/Individual
Filling the CATME survey by the deadline ( <b>Sept. 21</b> )	10	individual
Setting up the Github repo ( <u>your TA should have access to the repo. Otherwise, you will lose all the points</u> )	10	team
Including the link of Github repo in the milestone report	5	team
List of team members	5	team
Scheduling weekly meeting time	10	team
Role table	10	team
Successful build (screenshot included in the report)	10	team
Successful emulator installation and running the app on the emulator (screenshot included in the report)	10	team
Total	70	team*

\* Note that those team members that fail to respond to CATME survey by the deadline **will lose 10 points compared to their team-mates**. Once teams are created, you cannot change them.

## **Tasks:**

### **<<Team Making>>**

We will use a software called CATME for team making. To that end, you should respond to a CATME survey, whose results will be used for automated team creation (by the time of releasing the first milestone, each student receives a unique survey link through email). Note that CATME decides your team based on your answer, so ensure you reflect your preferences correctly. Once CATME makes teams, we will not change them. Please answer the survey that will be emailed using the instructions below:

1- Before starting the survey, please set your time zone. If you are not automatically asked to set this when creating an account, please go to “My Profile” and set your time zone.

2- **Your schedule:** By filling the table in the survey, you will identify the times of the day that **DO NOT** work for you to attend the weekly meetings or work with peers in the team. If you do not set your time zone, CATME uses the course time zone (central time zone/Chicago), so you should consider this when marking your busy times. For example, if you are based on the east coast, and you’re working 8 am to 5 pm your local time, you should mark 7 am to 4 pm time slots in the survey. If you set your time zone, the algorithm adjusts your availability based on your specified time zone.

Make Busy	Mon	Tue	Wed	Thu	Fri	Sat	Sun
12:00am	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1:00am	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2:00am	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3:00am	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4:00am	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5:00am	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6:00am	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7:00am	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8:00am	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9:00am	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10:00am	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11:00am	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12:00pm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1:00pm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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3:00pm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4:00pm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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6:00pm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7:00pm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8:00pm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9:00pm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10:00pm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11:00pm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

3- For the question about the preferred leadership role (more information about the roles later in the document)

- Select “**Strongly prefer to be the leader; do not enjoy being a follower**” if you prefer the **Manager** role.
- Select “**Prefer to be a leader, but will follow when necessary**” if you prefer the **Tech Leader** role.

- Select other options for the **Developer** role.

This is not guaranteed, and you have to identify your roles after group formation, but it helps the CATME algorithm to make diverse teams in terms of leadership preference.

We will announce team assignments and add you to dedicated chat rooms on Campuswire by **September 23**. Your dedicated TA and instructors will be added to that room as well. Once you join the room, complete the following tasks:

1- Set up your team's GitHub repository. This should be a **private** GitHub repo to which (1) all the team members, (2) your dedicated TA, and (3) the instructors have access. Failing to give access to course staff results in losing 50% points.

2- In the ReadMe of your GitHub repo, create a table with five columns and populate it with the following information for each team member\*:

- Name
- NetID
- GitHub ID
- Role

We have identified three roles in this project: (1) Manager, (2) Tech Lead, and (3) Developer. Please find the responsibilities of each role below. Each team should have one manager and one technical lead. The rest of the members are developers.

- Manager: The person that communicates with TAs, sets up meetings, updates weekly meeting reports, ensures that team members make proper progress, and completes peer-review surveys at the end of each milestone.
- Tech Lead: The person that sets up the project environment, takes care of the required technologies, and prepares the deliverables and final presentation of the project
- Developer: The person who writes and tests the code
- Experience (programming languages and skills)

\* We have already created the table for you at <https://github.com/uiuc-cs427-f22/Term-Project>. Once you clone the project (more information under the “setting up the project environment” task), you only need to update the table on the ReadMe file and push it to your GitHub repository. Please do not change the table format and only add your team member information to it.

3- Find a weekly meeting time. You are expected to meet weekly and maintain a weekly report. Once your team agrees on a date, you are expected to meet and discuss individual and team progress on your tasks. Please add the agreed meeting time and the zoom link (or whatever medium you will use for communication) of the meeting in the ReadMe file under the “Weekly Progress Report” section.

You are expected to meet weekly at that time with your team member and maintain a “weekly progress report.” Please follow the format we have put in the ReadMe file, i.e., include the following information for each week's progress report:

- Members present: List the NetID of the people who attended the meeting in this field
- Meeting notes: Explain the overall team progress and a summary of the discussion in this field
- Progress on the assigned tasks and plan for the next week: Fill the table we already provided in the ReadMe.

## <<Setting up the project environment>>

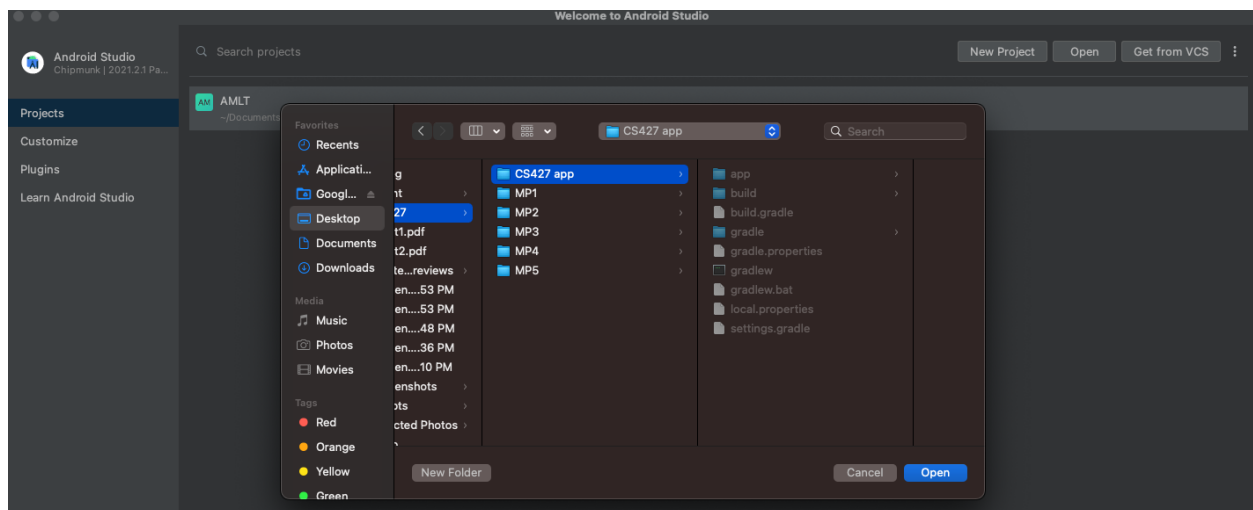
Install Android Studio on your local machine: <https://developer.android.com/studio/install>

Download the source code of the CS427 app: <https://github.com/uiuc-cs427-f22/Term-Project>

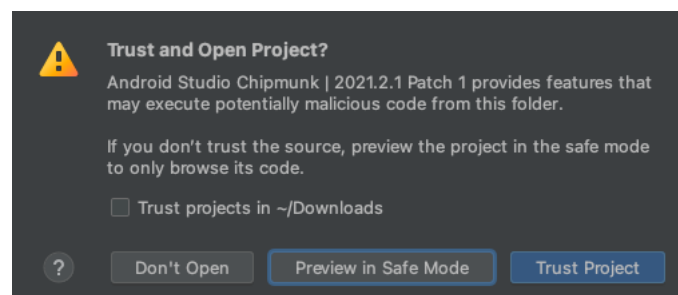
Setup the Git to commit local changes into your project's GitHub repository

Open the code in Android Studio

- Click on File/Open
- Browse where you have downloaded and unzipped the source code
- Click on the “CS427 app” folder and then click on the “open” button



If you see a dialogue similar to the one below, click the “Trust Project” button to proceed



Please give the IDE some time to set up the project. It will detect required plug-ins and extensions and will let you know to install them. You may need to restart the IDE after the installation is complete.

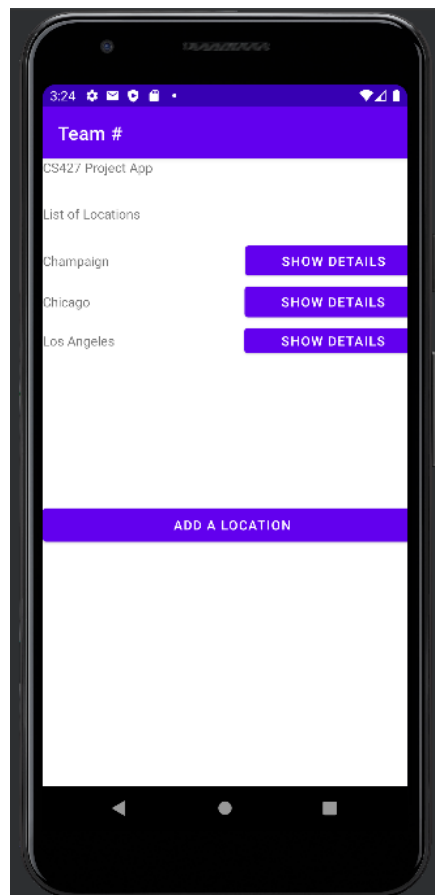
Build (Make Build) the project. You may receive several warnings, which you can skip. At the end of the build, you should see the message **“BUILD SUCCESSFUL”** in the Build window (to open the terminal, go to “View” and click on “Build”). You should include a screenshot of your IDE with the build window showing the message “Build Successful.”

Create an emulator with properties below in the Android Studio by following the instructions: <https://developer.android.com/studio/run/managing-avds>

- Pixel 3a
- API level 29 (downloading this can take a while)

Please setup the emulator as advised. Otherwise, the teaching staff won't be able to resolve potential issues related to API incompatibility.

Run the app on the emulator using the Run option. You should be able to see the main screen of the CS427 app in your emulator as below.



You are expected to change the string “**Team #**” with your team number and include a screenshot of the modified UI in your deliverable. You can change the file “strings.xml” under the following path: **app/res/values**. For example, if you are Team 1, you should replace “Team #” with “Team 1.” Failing to do this and including the screenshot results in losing points.