

ECPRE 491 - sdmay19-40

Weekly Report 5

10/28/2018 - 11/4/2018

Client: IBM Call For Code

Faculty Advisor: Diane Rover

Team Members:

David Boschwitz - Team Lead

Caleb Nash - Lead Frontend

Justin Kaufer - Research & QA

Austin Keen - Designer & User Experience Lead

Bobby Schedler - Lead Backend

Logan Fladung - Subject Matter Expert & Graphics

Past Week Accomplishments:

Caleb Nash - Xamarin app prototyping

Still working on integrating Google Maps with Xamarin. Working on integrating the Google Maps API without using the Gradles of Android Studio so I am running into some roadblocks. Just need to work around how to get all the dependencies imported correctly.

David Boschwitz - Database Prototyping | Component/Core Design

Did more planning for the component/core design of the app. We will discuss as a team how we want the communication/orchestration components to work together with the capabilities.

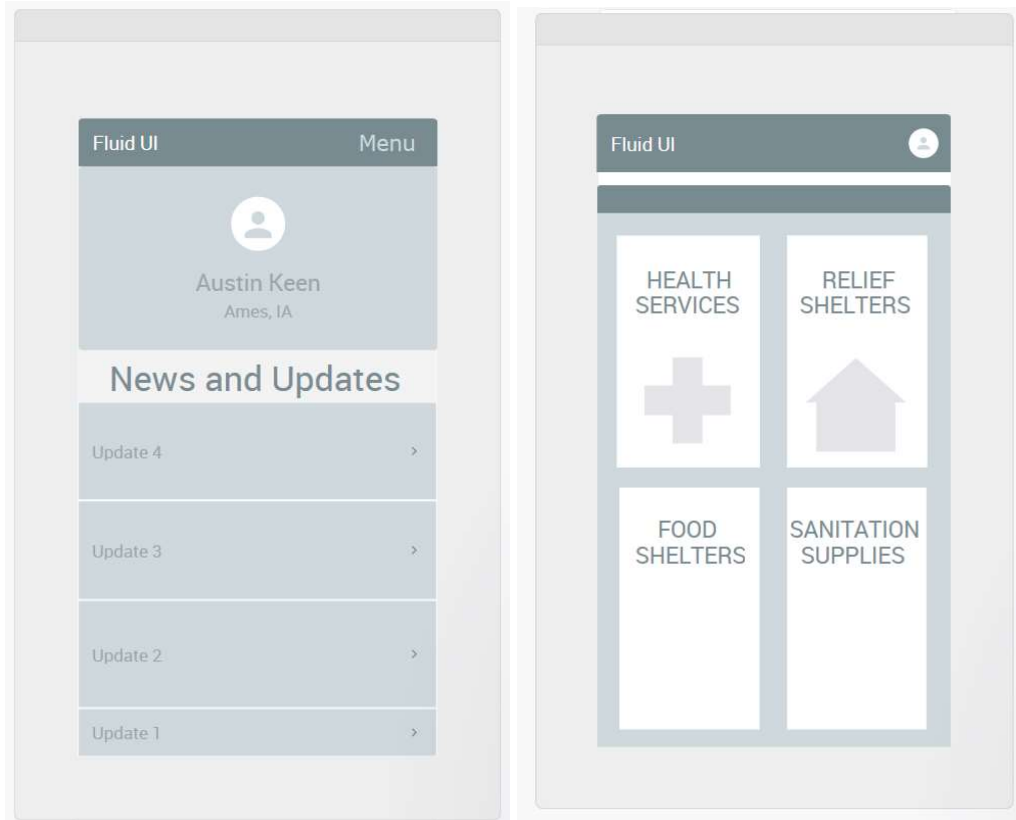
Helped orchestrate, contribute and take notes at the user needs meeting.

Did work prototyping the database component of the core app. Looking to have interfaces and a basic design working by end of next iteration. Looking to make it an example for dependency injection and code conventions.

Robert Schedler - Peer to Peer Communication

I decided to work on Peer to peer this week, because It could define how we structure our app. After doing research looking for APIs to use peer to peer I could only find android ones. Since the OS of our users (3rd world countries) use android (90%) we are opting to only make that feature available only for android for the time being.

Austin Keen - UX/UI Mockups and Standards for building



This mock up is a rough draft for our design standards. It is very similar to what we plan on implementing, however less consistent. For our final design, we will have a standard set of text sizes and color scheme that make it easier to view each component, while being somewhat aesthetically acceptable. This design allows us to have a very simple view for those who aren't as experienced/comfortable with technology. We also designed this to be useful with language/cultural barriers, which is why we added universal images.

My accomplishments were making a visual mockup that is clean and easy to understand. This is a solid start for a design that will be very useful in navigating our application.

Logan Fladung - Connect with relief associations and start research of News API's I've reached out to multiple Red Cross offices in Iowa along with FEMA. I'm scheduling interviews and developing an interview protocol to ensure we ask good and appropriate questions. Additionally I've been assigned to the News feature team, so I've begun looking into libraries that can pull articles about weather and disaster updates based off location.

Some potential questions:

What is the process for aiding an area hit by disasters and how was that process developed?

What kind of research do you do before providing relief?

Are there any gaps in your plans that you believe need to be addressed?

Justin Kaufer - Documentation work and Testing research

Documentation

Project Plan - I evaluated feedback on our project documentation and relayed the points of emphasis to the team while assigning specific sections to the team. I facilitated and maintained the document throughout the process to effectively update our project plan.

User needs - I began making changes to our user needs documentation and diagrams based off the feedback of our advisors. The intent is to provide a broad network of ideas to keep in mind while developing certain features, as well as to define what the most important user needs are based on the specific methods we are using.

Testing research

Requirements - I did initial research of the available unit testing and ui testing available to us through Visual Studios and Xamarin. With doing QA work this summer at my internship I was already familiar with the layout of unit testing but found the Xamarin.UITest library which will allow us to easy implement ui testing.

Usability - As testing lead I began laying out a plan for testing the application among focus groups or users for feedback on UI/UX. This will be implemented when we have initial prototypes available, and then throughout the project's life cycle.

My accomplishments were organizing and updating the project plan documentation. I also began updating and revising the user needs documentation based off feedback given to us by our advisors and mentors. Lastly I implemented testing projects into our application that will allow us to begin writing tests to assure our code when developing prototypes.

Pending Issues

There are no pending issues

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Caleb Nash	Xamarin Google Maps API	4	20
Justin Kaufer	Application Testing setup Documentation - Project Plan/ User Needs	4	18
David Boschwitz	Database research Component design planning User needs contributionions	6	23
Logan Fladung	Expert outreach API research	3	14

Austin Keen	UX/UI Design Standards Project Plan	5	21
Robert Schedler	Peer to peer Research	4	17

Plans for Coming Week

David Boschwitz - Database library and Component Design

Caleb Nash - Xamarin with maps
Working on integrating all the dependencies.

Robert Schedler - Peer to peer Research
Prototype peer to peer app.

Austin Keen - Finish the mock up with other views, such as map view and resource list view

Logan Fladung - Continue reaching out to experts in field
Continue research of potential news API's

Justin Kaufer - Finish revisions of user needs documentation for meeting early next week so we can get updated feedback. Also continue research into Xamarin.UITest to provide the team with an overview and framework of how they should be implementing it.