
EE/CprE/SE 491 WEEKLY REPORT 6

03/06/2022 - 03/13/2022

Group Number: 6

Project Title: JA Time Management App

Client: Jewels Academy

Faculty Advisor: Rachel Ann Shannon

Team Members - Role:

Adrian Van Der Veer - Team Organization

Olusola Ogunsola - UI Design

Ben Hourigan - File Consistency/Organization

Christopher Burgos - Client interaction

Theron Gale - Individual Component Design

Weekly Summary:

Met with Murugan and students got feedback on application and wants/needs. Overall our team got a better understanding of Jewels Academy and their goals using the application. Followed up on Friday with Murugan to continue the planning process and answer questions that will be needed to follow with Dr. Kim. Agreed to begin frontend development and set up git.

Past Week Accomplishments:

- Met with a student of Jewels Academy to discuss the app from the student's perspective - Chris, Ben, Olusola
 - Led to many inconsistencies found within the group regarding what the overall idea of the app was supposed to be
- Finalized technology to use for the app - All

- Google cloud if we're able to get it from the client
- ISU server if we can't get a backend cloud from the client
- React Native Frontend
- Python Backend
- Redesign/Redefine project scope - All
 - Needs of the app
 - To-Do List
 - Calendar
 - Notifications
 - Dashboard
 - Wants of the app
 - Quotes/Facts about women in STEM as notifications and on the dashboard
 - Mental Health Journal
 - Potentially import tasks/reminders from other apps
 - Canvas
 - Google Calendars
 - Etc.
 - Speech to Text implementation

Pending Issues:

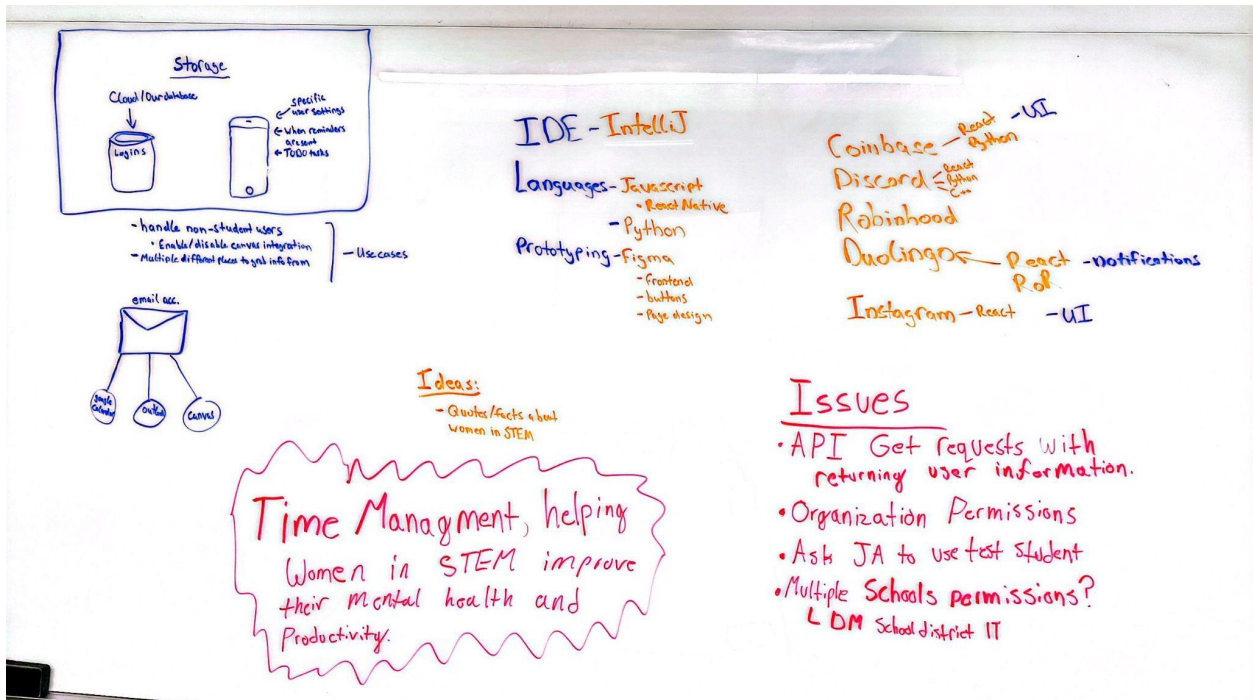
Individual Contributions:

<u>Name</u>	<u>Individual Contributions</u>	<u>Hours this week</u>	<u>Hours Cumulative</u>
Adrian Vanderveer	Attended FA meeting and took notes, contributed to redesigning and redefining the project scope	4	30
Christopher Burgos	Attended FA meeting. Asked questions for students and got feedback. Contributed to defining final technologies and research. Also was a part of redefining the project scope.	4	25
Theron Gale	Attended faculty and	4	25

	client meetings, took notes, contributed to defining final technologies, redesigning and redefining the project scope.		
Ben Hourigan	Attended faculty and client meetings, helped brainstorm and redefine project scope	4	25
Olusola Ogunsola	Attended faculty meeting and student QA meeting, helped to redefine and brainstorm the project scope.	4	23

Comments and Extended Discussion:

This week, our team redefined the project scope and revisited our choice of programming language for the application. Previously, we decided to develop the application using the Xamarin framework. However, we decided to instead use the React framework for the front end and Python for our back end. We made this decision based on the fact that many modern mobile applications use these technologies.



Plans for the Upcoming Week:

1. Begin front end
 - a. Get a figma diagram rolling
 - b. Start coding front end possibly
2. Email the client about possible cloud services they might have and find out accounts we can possibly use for testing.
 - a. See if they'd like to sign up for a cloud service if they haven't already.
 - b. Research other ways to work with the client on getting a DB going
3. Make sure surveys are in the hands of Dr.Kim so she can send to her students

Summary of the Weekly Advisor Meeting:

During our weekly meeting with the faculty advisor in charge of our group our team discussed a more refined project plan and schedule. Our group also decided to get in contact with a member of the industrial design college for UI design, and in the process of creating the project plan our group found issues with our previous scope of the project as well as roadblocks which may prove inconvenient during the development of the project. We found that there were inconsistencies within the group in regards to the overall idea of the project and we may run into issues of permissions when proceeding given the nature of some of the user data, and how it applies to this project.