

WEEKLY REPORT #12

Date: 1/26/16-2/2/16

Group number and Name: May1614 UBR4 iOS Development

Client: ISU/ Reiman Gardens / Nathan + Amita

Advisor: Diane Rover

Attendees/Role: Blake, Mason, DJ, Matt, Kyle, Yu Jin, Eric

✓ Past week accomplishments (please describe as what, who, when)

- ❖ Mason has been working on voice-to-text using api.ai and has been researching wearables
- ❖ DJ has continued implementing the models and controllers for the storyboard
- ❖ Yu Jin has touched up the website and created core butterfly object in Realms
- ❖ Blake has added GPS/weather to the New Survey page
- ❖ Matt has created a GitHub wiki, implemented the map/weather overlay and integrated the mapOutput screen into the new UI
- ❖ Kyle has merged Realms classes with our already functioning objects

✓ Plan for coming week (please describe as what, who, when)

- ❖ Mason will create the login server/service
- ❖ Eric will be working on the sighting page UI
- ❖ Matt will improve the map view and connect Incidental surveys to the Realms objects
- ❖ Kyle is working on seeding the Realms DB and sorting Sightings based on name/time/number
- ❖ DJ is creating UI functions using a 'snackbar' feature

✓ Pending issues

- ❖ Merging our prototypes together and getting it onto a device so that we can test functionality
- ❖ Issues with Bitrise, which we're having difficulty getting to work with our iPhone devices

✓ **Individual contributions**

✓ **Individual hourly contribution**

<u>NAME</u>	<u>Hours this week</u>	<u>HOURS cumulative</u>
Blake	4	48
Mason	6	54
DJ	6	62
Kyle	4	48
Matt	8	66
Yu Jin	4	48
Eric	4	48

✓ **Comments and extended discussion**

Our individual prototypes have now come together into a more cohesive product. This next week will be spent refining each page and implementing features that weren't available in our prototypes.