

## **WEEKLY REPORT #14**

**Date: 2/9/16-2/16/16**

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 worked on issues with GitHub and adding additional features to the login page
- ❖ DJ began working with Fabric, an app from Twitter that will allow us to test our app on our devices.
- ❖ Yu Jin is updating the butterfly object controller to work with the Realms DB
- ❖ Blake has added a popover for the GPS/weather information on New Survey page
- ❖ Matt has improved visibility on the survey map, connected incidental surveys, and fixed our Bitrise builds
- ❖ Kyle has begun creating butterfly objects in Realms to test surveys
- ❖ Eric has worked on implementing Google Drive API for iOS to import custom lists

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

- ❖ Mason will work on sorting the butterfly list based on different values
- ❖ Matt will improve the onscreen keyboard on sightings/new survey page and add a “pause” button on sightings page
- ❖ Kyle will continue working on adding butterflies to the Realms DB

### **✓ Pending issues**

- ❖ We are still waiting on the Apple developer license, which is holding us back from having a test app on our devices

- ✓ **Individual contributions**

- ✓ **Individual hourly contribution**

<b><u>NAME</u></b>	<b><u>Hours this week</u></b>	<b><u>HOURS cumulative</u></b>
Blake	6	58
Mason	6	76
DJ	6	66
Kyle	5	60
Matt	10	85
Yu Jin	5	57
Eric	4	56

- ✓ **Comments and extended discussion**

We met with our clients this week and are hoping to have a “Beta” version of our app ready for the week of March 7<sup>th</sup>, so Nathan can take it to a conference to get feedback. We will also be putting together a short video he can use as a presentation of the current app features and things we are planning on implementing.