

WEEKLY REPORT #17

Date: 3/1/16-3/8/16

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)**

- ❖ Yujin worked on cleaning up the temporary counter for the sightings page
- ❖ Matt researched auto-complete text fields and implemented them for incidental and search fields.
- ❖ Matt also connected map data with Realms and helped the team during group coding session on Thursday
- ❖ Eric got further with importing from Google Drive, having issues with their API
- ❖ Mason worked on pull requests and sorting records page
- ❖ Kyle adding a Realms “seed” to use in our app
- ❖ DJ got Fabric to work so we can send out Beta tests to our iPhones and clients for testing

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

- ❖ Matt will clean up the map UI and breadcrumb data
- ❖ Eric will research other ways of importing data into our app
- ❖ Kyle will finish methods for importing to the Realms database
- ❖ DJ will implement Fabric to allow us to Beta test the app
- ❖ Yujin will clean up the counter he’s added for sightings

✓ **Pending issues**

- ❖ We now have the Apple developer license so we can push a Beta to our iPhones, but still don’t have the licensing needed to submit to App store.

✓ **Individual contributions**

✓ **Individual hourly contribution**

<u>NAME</u>	<u>Hours this week</u>	<u>HOURS cumulative</u>
Blake	4	74
Mason	6	90
DJ	10	94
Kyle	5	79
Matt	10	113
Yu Jin	5	73
Eric	10	80

✓ **Comments and extended discussion**

Our first Beta test is now out so our clients will be sending back feedback and we will have some bugs to fix in the coming weeks.