

Where's My Bus?

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### **Last Week's Goals:**

- Finish implementing all the features for our app, testing, and writing documentation.
- Assignments for this week:
  - Bryce: set up switch button for viewing only favorites in the catalog, add a button to submit alerts from the forum page, setting up a switch method to take you to the alert page from the forum when you click on an alert, set up help button/side menu
  - Becky: fixing the thumbs up/down and favorites buttons; set up pages where users can view a specific alert and submit a comment for an alert; work on the maps features, including viewing the current location of a bus
  - Nick: figure out how to store user information in the front end, set up methods to store and load user information, write tests for OneBusAway. look into Appium
  - Daniel: set up API methods for getting the locations of buses, removing an upvote or downvote if a user clicks on a thumbs up or down button twice, and getting a list of affected routes affected by a neighborhood alert; make userID a required field in the server; and write tests and documentation
  - Dylan: learn how to use Espresso for front-end testing, write tests, work on API and controllers as needed
  - David: look into a coverage tool for testing, write tests, help with Espresso

### **Progress:**

This week, we finished the feature-complete release. We finished implementing all the features we planned to make and scrapped some others, like searching for a neighborhood by map and the stretch features described in our original SRS. We had a lot of trouble trying to implement the two map features we have; Becky and Daniel spent several days trying to build those. Even requesting permission to access the user's location so we could display it on the map turned out to be much more complicated than we anticipated. We also struggled quite a bit with learning how to store information about which favorites a user had selected and which alerts and comments they had upvoted or downvoted. However, we learned quite a bit about maps and storing information on the front end by dealing with these problems. In addition, our testing team learned how to test the user interface

### **Goals for this Week:**

- Fix all the bugs reported in our GitHub organization.
- Perform code reviews. Everyone will select code to be reviewed by a partner Becky assigned and submit a report to her about what they learned from the review.
  - Partners: Becky and Bryce, Daniel and Dylan, Nick and David
- Start testing our app with users who have no knowledge of computer science.
- Complete our test suite and documentation.
- Ensure the user interface has a clear, consistent design.