

**sdmay18-07: InfraDrone UAS Data Display VR Portal Android Application**

Week 1 Report

September 4 - September 11

**Team Members**Evan Snitkey — *Project Manager*David Schmadeke — *Quality Assurance*Yangxiao Wang — *Web Master*Blake Agey — *Scrum Master***Summary of Progress this Report**

We met face to face with our clients to gain further insight of the overall project. We decided on our project roles. We started looking into technologies such as Amazon AWS, Google VR, Xamarin, IONIC, and Android / Visual Studio that will be useful in developing the application.

**Pending Issues**

We are currently waiting to meet with our faculty advisor to sign the release documents. InfraDrone requires that we get all of the available paperwork signed and turned in. We cannot get access to any of the company's (or client) data until that paperwork is turned in. The paperwork also requires a signature from Ronald Cox.

**Plans for Upcoming Reporting Period**

We will start working on the base Android application and continue to look into useful development technologies as well as decide if we want to start developing in Android Studio or Visual Studio with XAMARIN or IONIC. We will start working on prototype designs for the layout of the base Android application.

**Individual Contributions**

Team Member	Contribution	Weekly Hours	Total Hours
Evan Snitkey	Evan set up initial reoccurring meetings with client and weekly stand ups with the group. Evan researched the advantages and disadvantages of working with Android Studio vs Visual Studio.	6	6
David Schmadeke	David refreshed his memory on Android by following Android Studio tutorials. He also looked into the best practices for Android application architecture.	6	6
Yangxiao Wang	Yangxiao created the initial Android application and uploaded it to the repository. He also researched the advantages and disadvantages of IONIC vs XAMARIN to see which would be better for cross-platform app	6	6

