

## Subscription Management and Tracking App

### Team Members:

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**Faculty Advisor:** Khaled Slhoub - [kslhoub@fit.edu](mailto:kslhoub@fit.edu)

### Progress of current Milestone:

Task	Completion	Abdulwahab	Yosef	To do
Address any issues and fix bugs identified during testing	% 100	% 100	%0	none
Prepare for app store submissions (App Store and Google Play if possible).	% 100	%0	% 100	none
Launch the app on the app stores.	%50	%0	% 100	Waiting for app approval on google play, and cannot launch it on apple store yet
Demo video and manual	% 100	% 100	%0	none

### Discussion:

**Note:** These tasks are ordered by their order on the matrix;

- **Task1:** There were only two issues in the app, first issue was in dropdown selection in due date (day tab) in add subscription screen, where there were two duplicates of day 19 where the app would crash if selected one of them. Second issue was not showing an error when signing up with a registered account. Fixed these two issues and the app works perfectly now.

- **Task2:** Prepared for app submission on google play and app store, by testing the app first and making sure the app does not have any issues, then by creating developer account on both stores.
- **Task3:** On google play, we published the app for review, the review process takes some time, approximately 14 days for testing and reviewing, we didn't have any issues submitting the app since android studio is on windows, but on app store it was difficult since we had to look for an apple computer to be able to download Xcode and submit the app through their specific steps, which we will do later.
- **Task4:** Created a detailed user manual explaining each step and feature for the user to have full knowledge of the app, and created demo video for the app by using AI voice as narrator and using renderforest to create a demo video for our app.

### **Discussion:**

**Abdulwahab:** I worked on Tasks 1 and 4. Fixed the issues mentioned above which took some time to find them in the code, and created a detailed user manual explaining each step and feature for the user to have full knowledge of the app, and created demo video for the app by using AI voice as narrator and using renderforest to create a demo video for our app.

**Yosef:** I worked in Tasks 2 and 3. Preparing the app to publish in Google play Apple store by doing some tests to guarantee that there are no problems with the app before submitting it in Apple store and Google play. Also, we published the app on Google play only since publishing the app on Apple store requires an Apple operating system, and it's going to take two weeks to get the approval from Google play

### **Lessons Learned:**

**Abdulwahab:** Creating a mobile app as a senior software engineering student was a profound learning experience. I discovered the importance of meticulous planning and research before starting development, ensuring a solid foundation for our project. Throughout the process, I learned how to design the app using tools like Figma, gaining insights into user interface design and user experience. Developing the app introduced me to mobile technologies like React Native and Flutter, expanding my skill set and understanding of cross-platform development. Additionally, I delved into authentication systems and databases, learning how to implement secure login processes and manage data effectively. Collaborating with my team taught me the significance of communication and teamwork in achieving our goals. Despite facing challenges, I remained resilient and persistent, continuously refining our app to meet user needs. This project provided me with valuable insights into software engineering and the importance of user-friendly design in creating impactful solutions.

**Yosef:**

Working as a team was an important aspect of my senior project. Collaborating with others helped us combine our strengths and expertise to create a better app. Creating an app for both Android and iOS using Flutter as my senior project taught me some valuable lessons. Also, one big lesson was making sure the design fit each platform's style so the app felt right for users. It was important to make sure the app worked well on different screens, and I learned how to do that. Lastly, I learned how important it is to include features that help people with disabilities use the app. Overall, working on this project taught me a lot about making apps and how to make them useful for everyone.

**Dates of meetings with Faculty Advisor:**

April 12, 2024

**Client Feedback on the current milestone:**

see Faculty Advisor Feedback below:

**Faculty Advisor feedback on each task for the current Milestone:**

- ✓ Address any issues and fix bugs identified during testing
- ✓ Prepare for app store submissions
- ✓ Launch the app on the app stores
- ✓ Demo video and manual

**Faculty Advisor Signature:** \_\_\_Dr Khaled Slhoub\_\_\_ **Date:** \_\_\_4/12/2024\_\_\_

**Evaluation by Faculty Advisor**

- Faculty Advisor: detach and return this page to Dr. Chan (HC 214) or email the scores to pkc@cs.fit.edu
- Score (0-10) for each member: circle a score (or circle two adjacent scores for .25 or write down a real number between 0 and 10)

Abdulwahab	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Yusef	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10

- Faculty Advisor Signature: \_\_\_\_\_ Date: \_\_\_\_\_