

BI-WEEKLY REPORT V

Project: Well-Being Data Anonymisation with IOS

Client: GOSH

Team 33

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CONTENTS

Overview	1
Completed tasks	2
Reviewing rate of progress	2
Identifying problems to be resolved	2
Next steps	2/3

February 28, 2020

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Project stage: Final sprint of developing stage

Project description:

Develop a mobile phone app and a way of representing data arising from app usage.

Enable:

- Track Steps Data
- Display the steps data on a graph
- Predicts User Wellbeing
- Prompts User to adjust Weekly Score on Wellbeing
- Prompts User to Contact Friends if Immobile for 2 days
- Prompts User to contact friends if haven't spoken in a week
- Prompts User to take a walk if haven't walked for 1000 steps in a day
- Wellbeing score that can be anonymize and exported and stored in a server anonymize and exported and stored in a server
- Exported data that must then be used to calculate the well-being for the corresponding out-bound area and placed on a heat-map

Should

- Be able to share the users data/progress (graphs) as an image in a text message
- Be able to export the users data/progress as PDF
- Links within the app to sponsor contacts
- Ask the users permission to start the tracking

Could

- A way to get minimum number of steps inputted
- Pre-composed messages where the user can select options, i.e. who they want to contact, where they wish to go, when to meet ... etc.
- Page to get existing user contact details within the phone into the app

Overview

In the past 2 weeks we have received the finalised design of the UI. From this updated design, which was approved by the users, we were able to finally update the user design in our swift product. This process resulted in a few pages being deleted and a few pages being created, however, the functionality of the pages had not changed and therefore, resulted in moving the code around.

The final functionalities have been added in this week. This means that we are adding the final touches to the app. One of the final functionalities that was added by Paul was the fact that when sending messages before, it wouldn't allow us to send images without the user attaching the image themselves, however, now, the functionality has been changed and that we can now send images along with the message without the user having to go out of their way to do anything.

This week we have also collaborated with the other team and have gathered the format required to send the data to the linode server. This will allow us to send across the user's data so long as the users have agreed to the sending of their data.

As the first stage to testing, this week we have been testing the code out on the simulator available on x-code. X-code provides us with different devices such as the I-phone 5, to the I-phone XS-Max. This will ensure that the UI is working on the different devices, i.e this will ensure that everything appears where it should, images and text should not be cut off because the screen size is smaller...etc.

Paul has also merged the different branches that we have been working on together. Karunya was working on UI, Lishen on JSON and sending information to the server. By merging them together, we are coming to the final parts of the app.

As well as that, in the last 2 weeks, we were given a new requirement from our professor as to what we can do to make our product much more extendable. This was to create a library that can allow us to anonymise the data that is generated within the app. Instead of doing this closely within the app, i.e. where the information is being sent from within the app, a library will be created, where we will send the data and receive the anonymised data back so that this can then be sent across to the linode server.

Completed tasks

- New requirements where we are to create a library to anonymise the data
- Focused on sending across our data to the json server
- Received the finalised UI design, and implemented those features
- Testing on difference devices in X-code
- Code merged from branches
- Enable graph to be enlarged and shrink
- Enable Image of graph added directed to the message automatically
- Constraints bugs fixed
- Viewing bug fixed

Reviewing rate of progress

Most of the tasks on the plan was finished on time, finishing touches remain.

Identifying problems to be resolved (next 2 weeks)

Send the JSON file to the Linode server

Fixed bugs occurred during coding

Next steps (2 weeks)

Within the next 2 weeks, we will finalize our app and continue the testing. We will move the testing onto actual devices to ensure that everything is up and running, to ensure that all the features are working on the app. This will ensure that the users will not come into any problems when using the app.

We will create the library to anonymise the data that is being sent across from our app. This will hopefully be able to be used by other programmers/developers in their code so that they can anonymise their user's data as well and to help them protect their identity.

We will also finalise the app. We are to receive the web-links that our client will give us and then embed these links within our app so that they can be used to help inform the client and to allow them to join in other activities that they wish to.