

# BI-WEEKLY REPORT VII

Project: Well-Being Data Anonymisation with IOS

Client: GOSH

Team 33

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**Project stage:** Testing 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**

During the past 2 weeks we have managed to get some testing done on the mobile app. We have tested the mobile app on the iPhone SE, iPhone 6 and the iPhone 7+. These phones are quite different, in terms of screen size and the functionality that they all have. This makes testing on these different phones perfect. Paul has tested through these apps and has notified the rest of the team of any bugs, which was then fixed, and has now confirmed that it works on all these phones.

Since we have finished making our app, Paul ran through our app with our client a couple times. Our client then gave feedback on the small things that could be tweaked in order to ensure that the app was as smooth for the user as possible. For example, one of the final fixes that had to be made was that the previous version of the app was saving the app as 2 separate images, and now the current app saves both graphs in one image.

We also started off our code review together with our client. We went through diagrams that we had and started going through the code on the first few pages of our app. Since we didn't get to finish going through all of the code, we have now scheduled our next date to continue the code review.

In the final 2 weeks we have been focusing on finalising the website, the client video and the poster to ensure that whoever takes on the project next knows exactly what is going on in our current project and that they know exactly what to do. We are including everything, including the whole process and explaining our thoughts and including diagrams.

### **Completed tasks**

- Finished building version 1 of the app!
- Testing on a few different iPhones
- Started code review

### **Reviewing rate of progress**

On time, finished testing and debugging phase

### **Next steps**

The next step is to pass the project onto the next stage of the project. This would be to ensure the project is ready to be passed onto the public.

More testing needs to be done. We have tested the app on different phones to test for functionality and we have gotten user feedback. However, we have not done beta testing. Potential users need to try this app out over a long period of time and report to us the feedback that they wish to give us and notify the developers of any bugs that weren't noticed during the developing and initial testing phase.