MMP Individual Contribution (General)

Student Id/Name	Shruti Rakesh Bhanushali
Group	Group 5 - Care-ify
MMP Video Link	https://youtu.be/-DcIGnyPaZQ?si=nuwsDRPd4tM_3XeB
MMP Repository Link	https://github.com/gz02/careify.git

How did your team work together to achieve your goals? What were the strengths and weaknesses of your team? How did you manage problems in the group? What were the groups best and worst desicions:

Our team used a disciplined approach to collaboration. Weekly meetings were held to review progress and ensure everyone was on the same page. We used Slack as our primary communication channel, which enabled real-time discussions and project updates. In addition, we used Trello for job management, which allowed us to track progress and allocate roles efficiently. Our team excelled in excellent communication, adaptability, technical expertise, and problem resolution. We encountered difficulties in decision-making and time management. To address these shortcomings, we employed techniques such as establishing clear decision-making criteria, setting realistic timetables based on extensive task analysis, and encouraging a culture of accountability and collaboration. Conveying correct information was critical in resolving our challenges. We guaranteed that the team members were comfortable with letting them express concerns, suggestions, or recommendations without any restrictions. Through the existence of open channels of communication, we could solve problems in a fast and cooperative way. The best decision we made as a team was to use git as a version control system for our software, which allowed for greater communication, tracking changes, and reverting to prior versions as needed. This decision dramatically enhanced our development process by ensuring code consistency, boosting teamwork, and lowering the likelihood of errors. It also improved our ability to manage numerous features simultaneously and streamlined our deployment process. Overall, using a version control system helped increase productivity, improve code quality, and, ultimately, meet project milestones more efficiently.

The worst decision was the project's uneven use of semantic HTML principles, which resulted in mixed code quality and accessibility difficulties. Despite efforts to integrate semantic HTML, inconsistencies and gaps in adherence resulted in a suboptimal website structure and usability. As a result, this choice jeopardised the website's search engine visibility, accessibility for people with impairments, and general user experience.

How did you integrate the lessons of the MVP into your work on the MMP?:

Integrating lessons from the Minimum Viable Product (MVP) into our work on the Minimum Marketable Product (MMP) was critical for fine-tuning our approach and increasing the effectiveness of our efforts. First, we analysed user and supervisor feedback from the MVP phase to identify areas for improvement and prioritise features for inclusion in the MMP. This technique enabled us to concentrate on providing the most valuable functionality while removing superfluous elements that did not meet customer needs. In addition, we used MVP testing data to influence our decisions and ensure that the MMP addressed major pain areas and met user expectations more effectively.

Describe any changes or additional contribution for the MMP including meetings, work in the repository and features demonstrated in the video:

In the Minimum Marketable Product (MMP), we added two new features for the elderly interface, one of which is the Profile feature. This feature allows users to examine all of the information they entered during registration in a single spot. This feature enhanced user engagement and also raised the perceived value of our product by providing consumers with more control and visibility over their data. After carefully analysing user input and industry expectations, we saw the Profile feature as a critical chance to expand our product offering and differentiate ourselves from our competitors. The second feature that was implemented was medication reminders. This feature allows users to establish medicine reminders, including the prescription name, dose, and schedule. Our backend and frontend development teams worked closely together to design a new feature on the carer interface that seamlessly displays their clients' information, medication reminders, and three recent moods. Our backend engineers ensured that the required data was effectively fetched and processed from the database by using iterative development and continuous communication. Meanwhile, our frontend developers created an easy user interface that makes this information plain and accessible to carers by using modals in HTML. This joint effort resulted in a complete carer interface that enables carers to keep updated about their client's requirements and offer effective, personalised care.

What additional skills (if any) have you learned while working on the MMP?:

While working on the Minimum Marketable Product (MMP), I was able to improve my abilities on GitHub. I've learned how to use the platform's version control and collaboration capabilities, such as branch creation, commit modifications, branch merging, and dispute resolution. I've also gotten expertise managing repositories, organising project files, and interacting with team members on pull requests and code reviews. This GitHub competency has not only increased my ability to work on collaborative projects, but it has also given me essential abilities in project tracking, code change management, and code quality assurance.

MMP Individual Contribution (Role Specific)

Role(S)	Software Developer(Frontend)

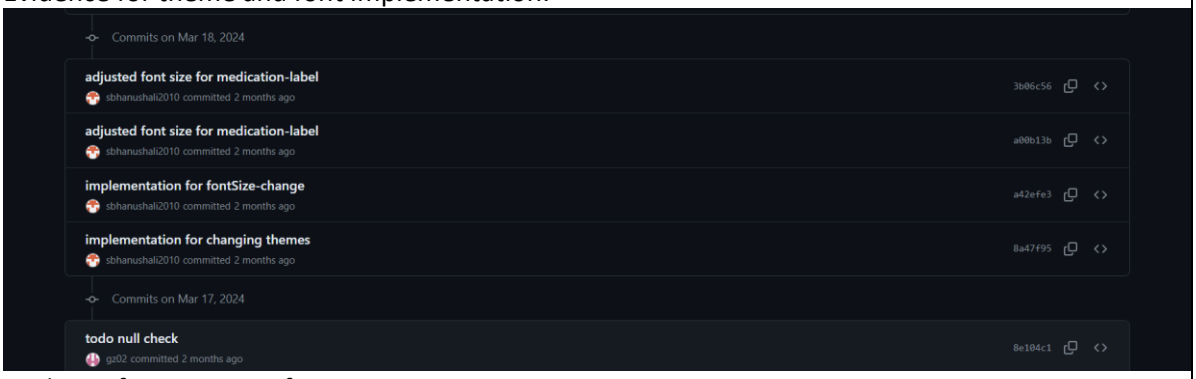
Describe and significant additional contributions you made in your role(s), particularly technical or strategic decisions. If you had another 12 weeks to work on the project, how would it change?

In my role, I contributed significantly to the project, particularly in technical and strategic areas. I implemented themes and font-changing functionality, giving consumers customisable options to tailor their experience. The inclusion of accessibility elements such as themes optimised for different types of colour vision deficits, such as protanopia, deuteranopia, tritanopia and Daltonism, was a significant contribution to the project. We guaranteed that users with colour vision problems could access and engage with the interface more comfortably by offering them appropriate themes. This implementation exemplified our dedication to inclusion and accessibility, improving the user experience for a larger audience. It also demonstrated our attention to detail and regard for various user needs, which improved the product's general usability and inclusiveness. I took the initiative to design the carer interface from the ground up, working closely with the backend team to ensure that features like mood display worked seamlessly.

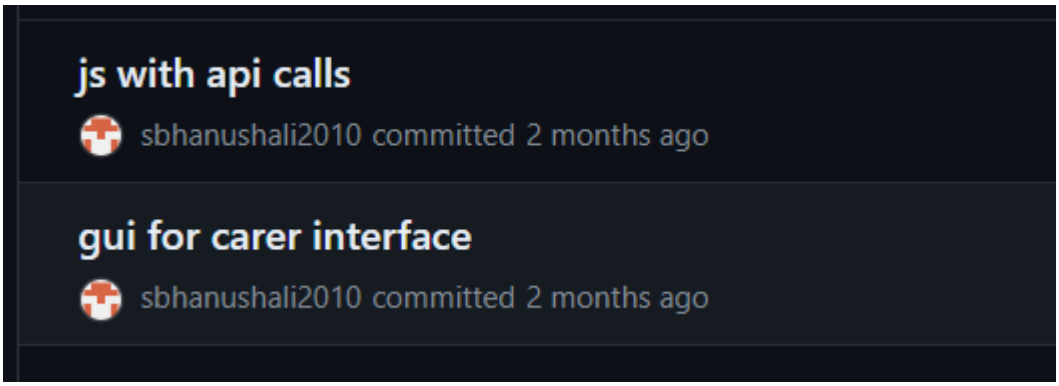
Similarly, on the elderly interface, I played a crucial role in creating the user interface and implementing features such as medication reminders and mood updates. I collaborated closely with the team to ensure that these features matched user needs and were easily integrated into the final product.

Evidence and Appendixes: (Unlimited)

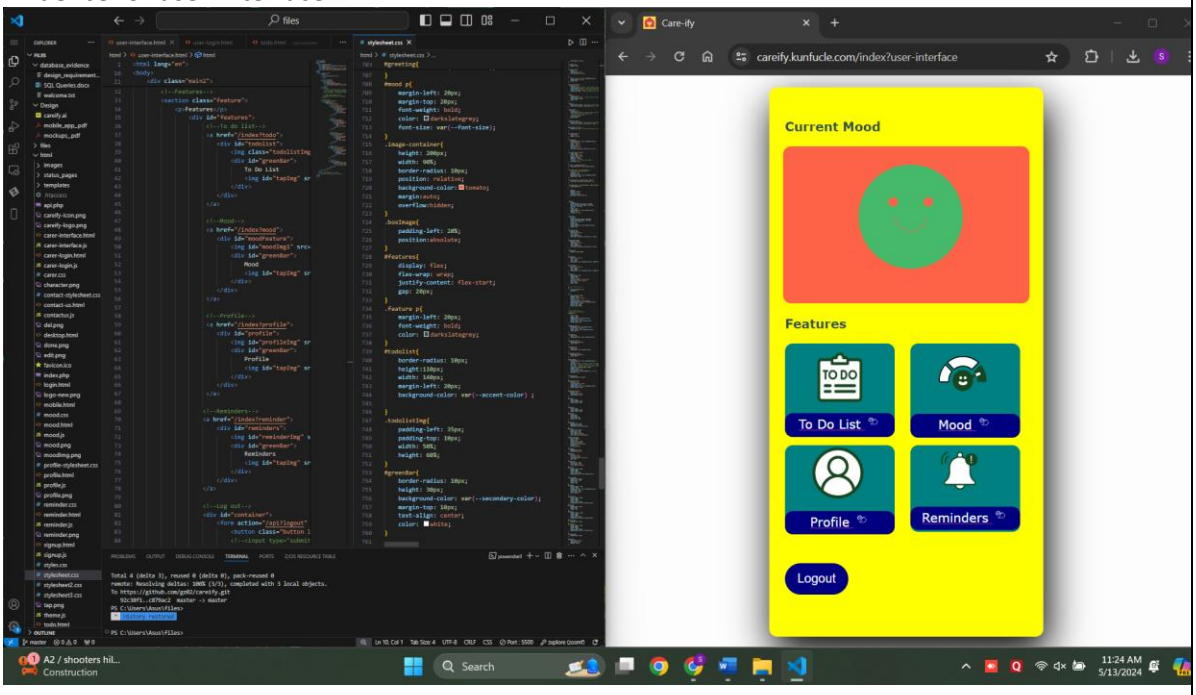
Evidence for theme and font implementation:

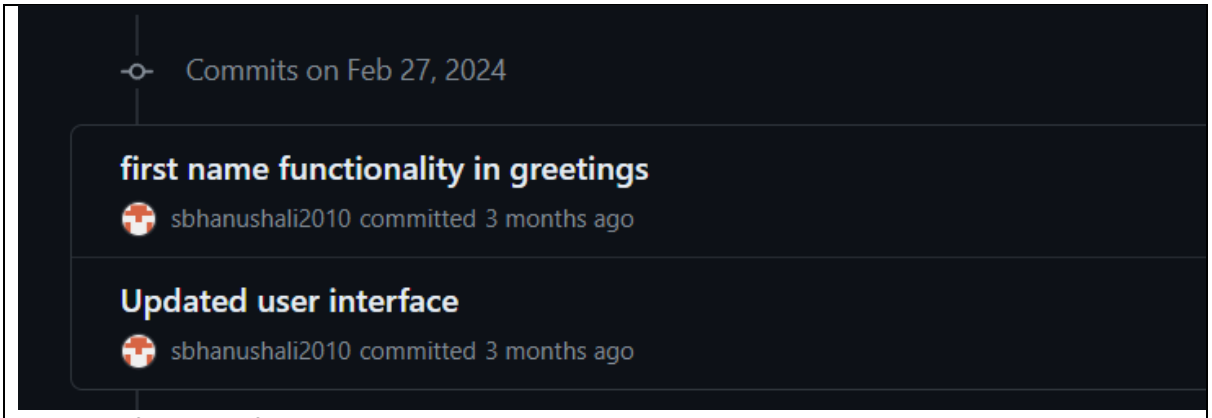


Evidence for carer interface:

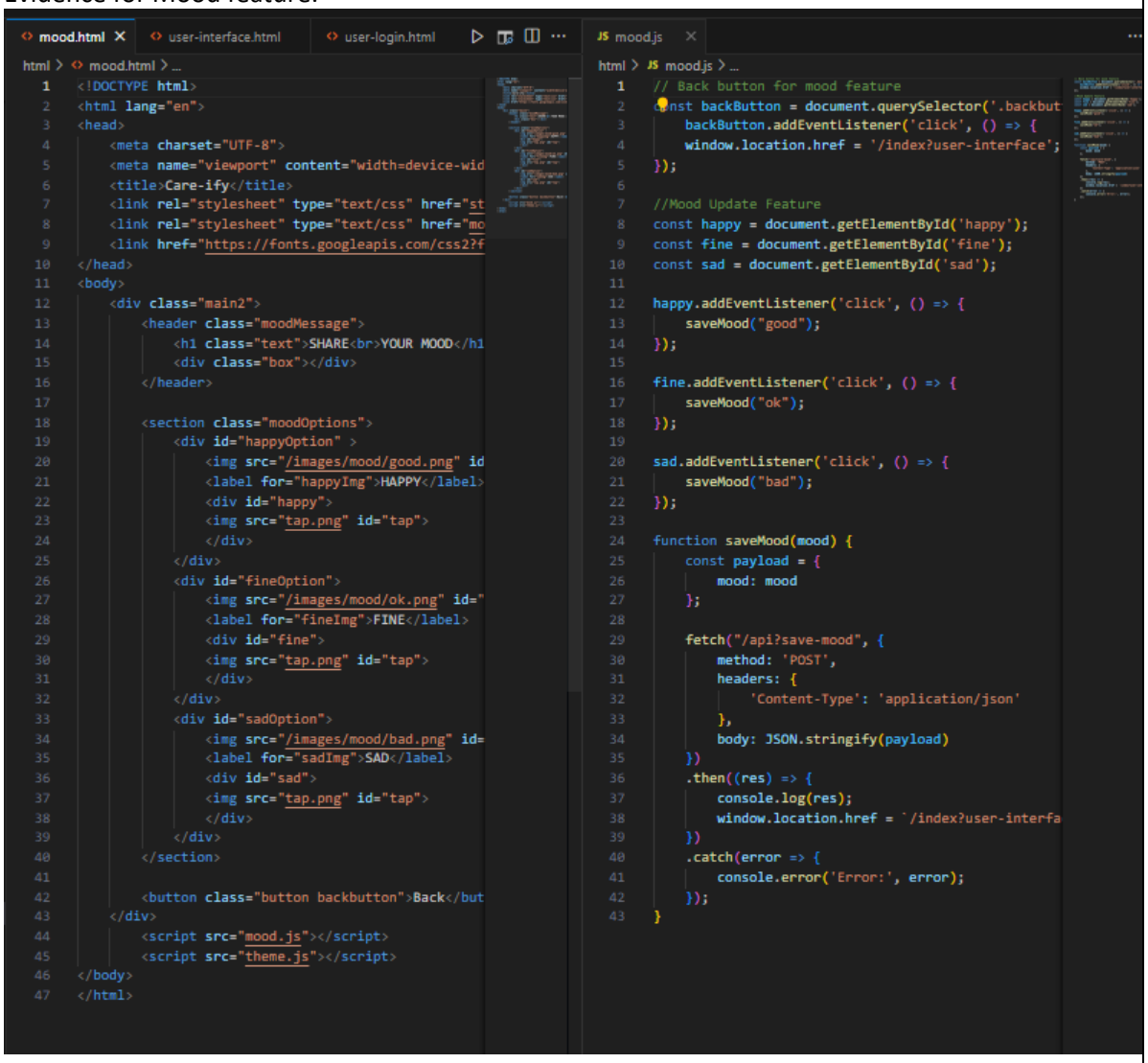


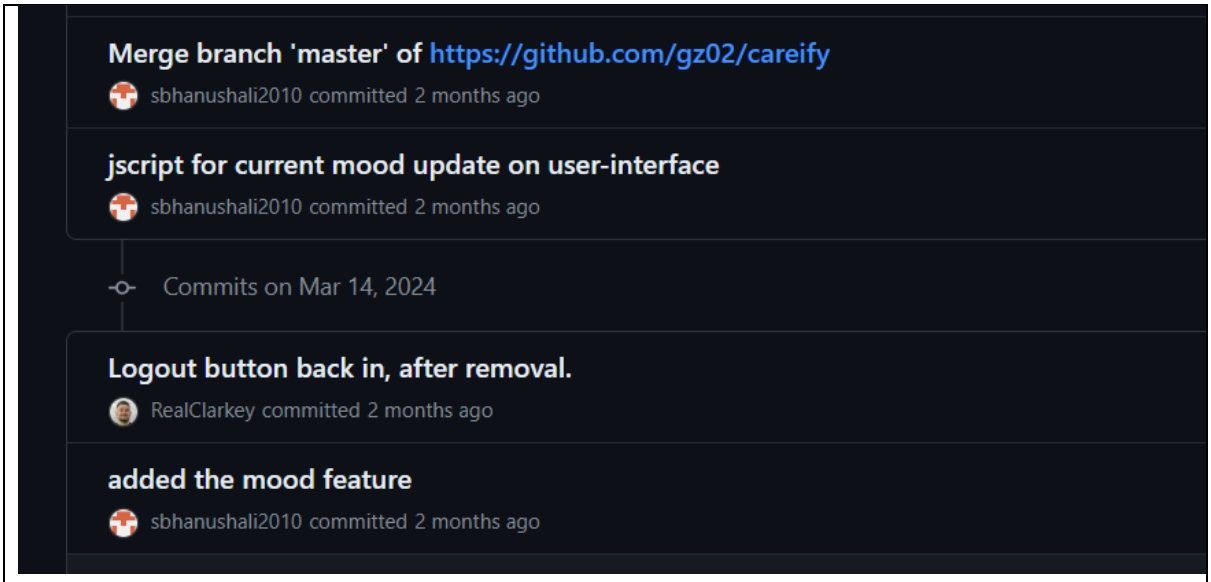
Evidence for user-interface:



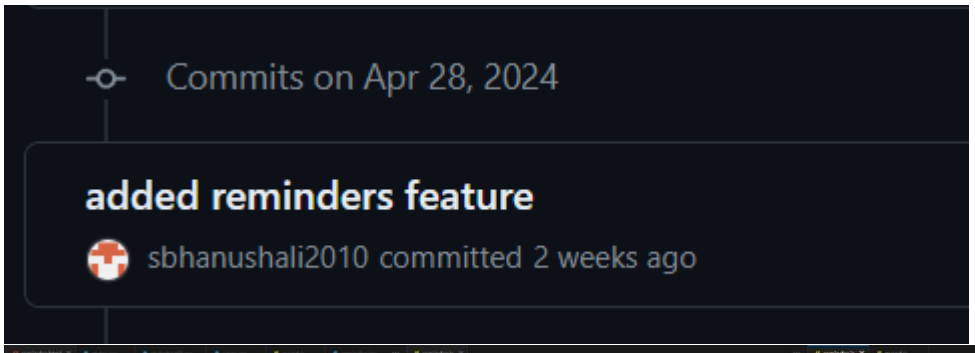


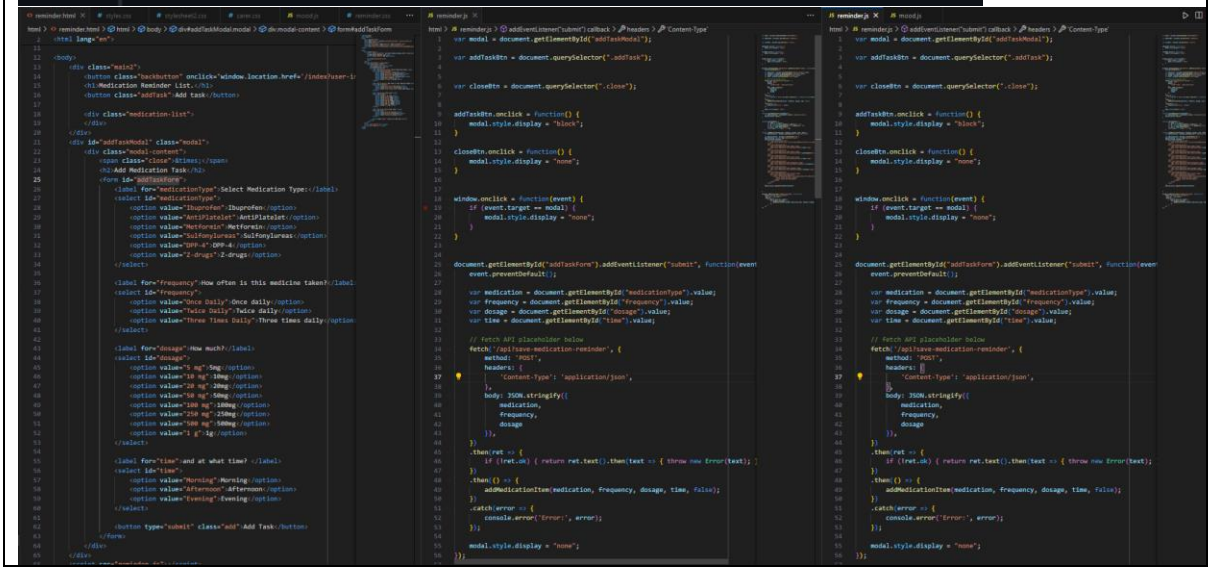
Evidence for Mood feature:

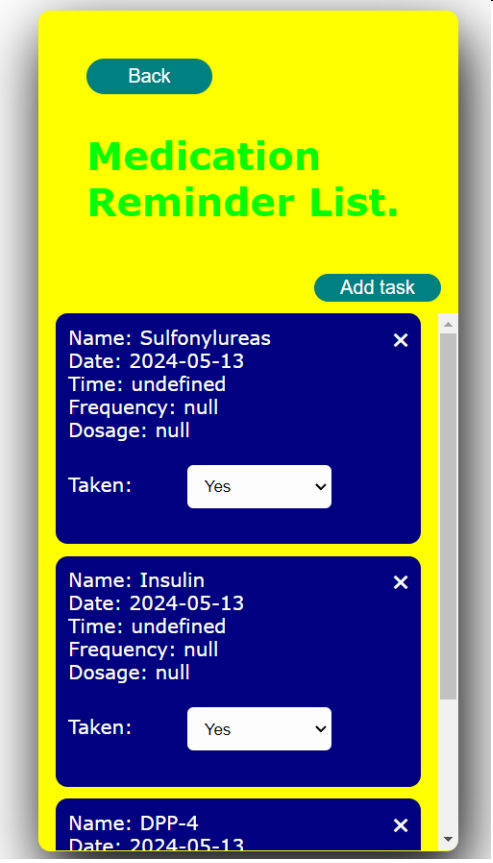


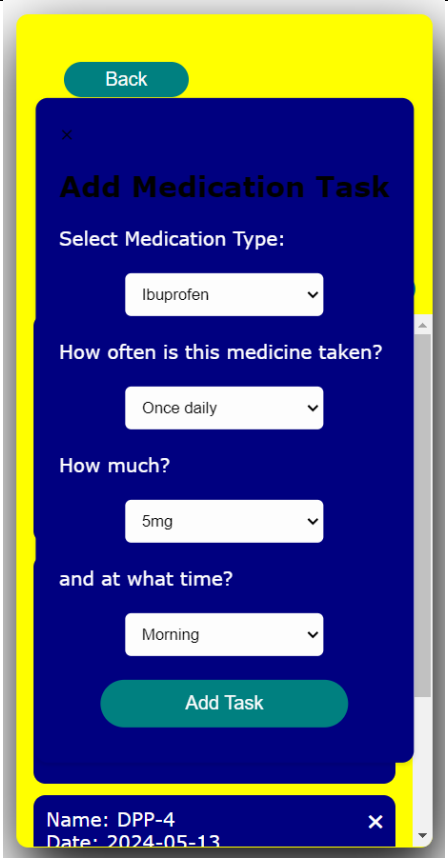


Evidence for reminder feature:






Back
Medication Reminder List.
Add task
Name: Sulfonylureas
Date: 2024-05-13
Time: undefined
Frequency: null
Dosage: null
Taken:
Yes
Name: Insulin
Date: 2024-05-13
Time: undefined
Frequency: null
Dosage: null
Taken:
Yes
Name: DPP-4
Date: 2024-05-13


Back
Add Medication Task
Select Medication Type:
Ibuprofen
How often is this medicine taken?
Once daily
How much?
5mg
and at what time?
Morning
Add Task
Name: DPP-4
Date: 2024-05-13