491 Weekly Report 5

Team: Dec15-13
Date: 2/23/15
Advisor: George Amariucai
Project: Ad Hoc Mobile Network
Members: Cole Cummings (Team Leader)
               Holden Rehg
               Cody Lougee
               Ethan Niemeyer

Summary

This week we spent some time on the project plan. We also spent most of the time looking into alternatives to Android because we discovered that it is basically impossible to create a mesh network of Android devices without rooting them and we don't want to root our phones. It would also require us to have different code for each device, so it would be difficult to release the app on the Android store. We are currently looking into using Apple devices but most of us don't have any Apple devices to test/program on.

Group Meeting Notes

Most of the group meeting was spent on the Project Plan. We also tried to look into programming for Apple devices. The TLA computers require admin permissions to run XCode so we will need to find a different lab.

Advisor Meeting Notes

We shared our findings that Android was a dead end since creating an ad-hoc network on Android would require rooting phones. We decided that rooting phones was not the best option and that we should instead pursue iOS's Multi-peer feature, which seems more promising. The app itself and its design will remain the same, just the ad-hoc networking portion will use a different library and the app will only be on iOS for now.

Accomplishments

Gained enough information to decide we need to change our design
Found an alternative solution. (Multi-peer))

Plans For Next Week

Find a lab with macs that we can use for programming and look into the architecture of iOS applications.
Update the project plan with specifics once we are more familiar with iOS devices.

Pending Issues

Learn Swift
Find a lab that we can use to write applications

Individual Contribution

Team Member	Hours	Descriptions
Cole Cummings	4	Research into rooting phones, looked into Swift and dual booting iOS on Windows
Holden Rehg	4	Research Swift and iOS development, Multi-peer functionality for mesh networks
Cody Lougee	4	Explored Multi-peer and researched Swift and iOS development
Ethan Niemeyer	4	Research iOS development and creating mesh networks with iOS devices

Total Contribution

Team Member	Hours
Cole Cummings	15
Holden Rehg	16
Cody Lougee	17
Ethan Niemeyer	16