

Progression Summary

Fill out one form per feature (not activity). In the Visual Progress pane, try and outline any progress you will have made to features that affect the visual display of the app - UI Views, Navigation Controls, etc. Don't show the entire screen (unless applicable), concentrate on the feature.

Activity	Weather Activity	Component	Hours
Feature	Current Weather	Component	Hours
Est. Hours	3 Actual 0	Component	Hours
	10/17/2014	Component	Hours
Details & Status		Components	

The weather activity page's main feature includes the weather of a given/ requested location. For the final milestone, the weather feature will be updated with final weather icons for the image view.

While not necessarily specific to the weather feature itself, custom navigation icons and a custom logo will be implemented for the application.

Expected Functionality

This feature was completed in the previous milestone due to being ahead of schedule. No major changes were made during this milestone.

Changes & Outcomes



Visual Progression (if applicable)

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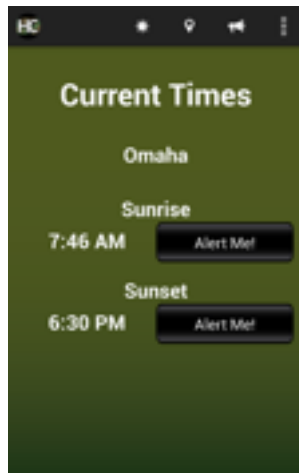
Activity	Hunting Timers	Date Timers	3 rs
Feature	Time Display	Component	Hours
Est. Hours	3 Actual 3	Component	Hours
	10/24/2013	Component	Hours
Details & Status		Components	

The hunting timer's main feature allows the user to see how much time they have until it is dusk or dawn. For the final milestone, the alarm buttons will be fully functioning for the dawn/dusk times. A vibration will play once the timers hit 0. The buttons will use custom created images.

Expected Functionality

Custom timing conversions were created to estimate time between device's current time and the time until sunrise/sunset are up. Upon the timer hitting 0, the application will show an alerdialog and will vibrate the device to let the user know the timer is done.


Changes & Outcomes



Visual Progression (if applicable)

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Activity	Animal Calls		
Feature	Calls List		
Est. Hours	3	Actual	1
	10/23/2014		
Details & Status			

For the final milestone, all animal calls will be implemented within the calls list feature. A listview will show the name of animal and the type of call it is. Upon being pressed, a sound will play through the device of the selected call.


Expected Functionality

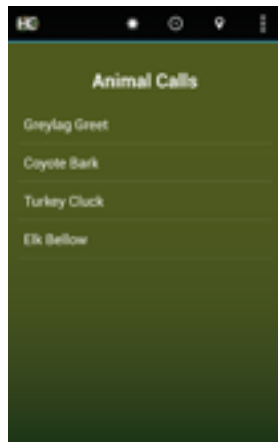


Replaced animal calls with final versions. Renamed list to show call type.

Changes & Outcomes



Animal Calls	Hours	
Component	Hours	
Component	Hours	
Component	Hours	
Components		




Visual Progression (if applicable)



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Activity	Hunters Map		
Feature	Map View		
Est. Hours	4	Actual	4
	10/22/2014		
Details & Status			

The hunter's map main feature is the ability to view a map based on the user's location. For the final milestone, the user will be able to both add and remove markers to the map, and view a list of names for the markers on the map. Within the list, the user can remove selected markers.


Expected Functionality

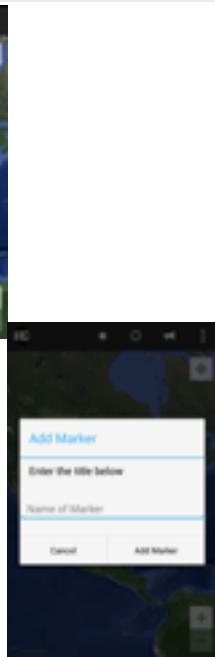


The ability to delete selected map markers added using an info window from clicking a marker. AlertDialog popup allows user to set custom title.

Changes & Outcomes



Add/Remove Markers	3		
File Saving/Loading	0.5		
Marker Naming	0.5		
Component	Hours		
Components			





Visual Progression (if applicable)



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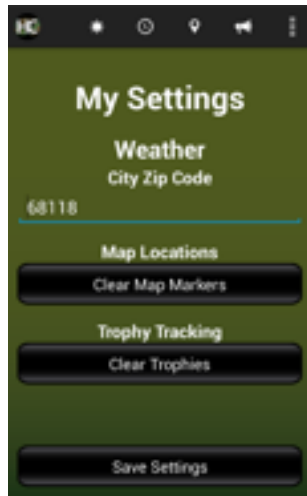
Activity	<input type="text" value="My Settings"/>	Add / Remove Files	<input type="text" value="1 hrs"/>
Feature	<input type="text" value="Settings Menu"/>	Component	<input type="text" value="Hours"/>
Est. Hours	<input type="text" value="4"/> Actual <input type="text" value="1"/>	Component	<input type="text" value="Hours"/>
	<input type="text" value="10/22/2014"/>	Component	<input type="text" value="Hours"/>
Details & Status 		Components 	

The settings activity will be fully functioning for milestone 3. The user will be able to modify the given default zip code to one of their choice. This will change the settings for both the default location of the map, and the default information shown on the weather activity. This will save to a file locally on the device and will load upon application start. A button will be available to clear the map marker file and the trophy list file.

Expected Functionality 

Added functionality for removing all trophies at once.

Changes & Outcomes 



Visual Progression (if applicable)



Progression Summary

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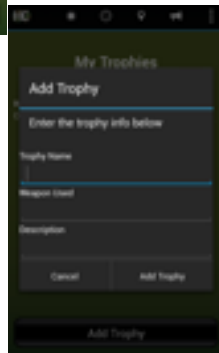
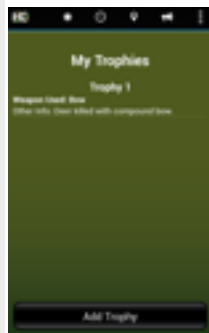
Activity	Trophy Tracking	ListView	ent	4	rs
Feature	Trophy ListView	Custom Adapter		2	rs
Est. Hours	8	Actual	7		
	10/24/2013	Component			Hours
Details & Status		Components			

The trophy list will allow the user to add, remove, and view a list of trophies. A listview will be implemented that will show the saved trophies from a locally stored file. The "add trophy" view will be updated with text fields for list additions. A button will be available within the "add trophy" view to save and update the listview file. Swiping on a listview item will give the user the choice of removing the listview item from the file.

Expected Functionality

Custom listview created to show name, weapon, and description. Removed "swipe" feature and replaced with "long press" feature. Long pressing a list item will give the user a confirmation of removal. Removed now-unnecessary second activity for Trophy view.

Changes & Outcomes



Visual Progression (if applicable)