

# 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 | RemotelImageView | Hc2rs |
| Feature          | Current Weather  | File Saving      | Hc1rs |
| Est. Hours       | 4 Actual 3       | Component        | Hours |
|                  | 10/16/2013       | Component        | Hours |
| Details & Status |                  | Components       |       |

The weather activity page's main feature includes the weather of a given/ requested location. For the second milestone, the weather activity will be updated with an embedded linear layout that will contain a image view to show an image of the current weather type and current temperature. Wind direction will be implemented in a text view below the linear layout.

Expected Functionality

The listview added in milestone 1 was updated to allow an imageview to be displayed. The imageview is pulled from the API used to gather the weather so that the icon will always be correct when compared to the weather type. Font enlarged since milestone 1.

Changes & Outcomes



Visual Progression (if applicable)

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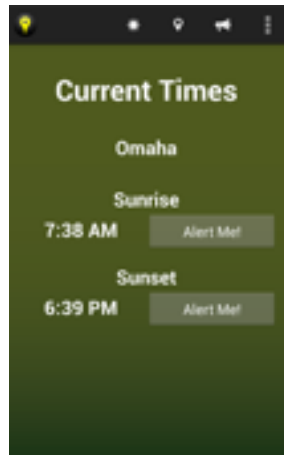
|                  |                |               |       |
|------------------|----------------|---------------|-------|
| Activity         | Hunting Timers | API Component | Hours |
| Feature          | Time Display   | Component     | Hours |
| Est. Hours       | 2              | Actual        | 1     |
|                  | 10/17/2013     | 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 second milestone, buttons will be implemented with the timers. The buttons will not be fully implemented, and will allow for simple trigger testing at most. Final implementation will be available with the third milestone.

Expected Functionality

Alert buttons now show a toast when clicked to let user know it was pressed. API was changed to get more accurate times for sunrise and sunset.

Changes & Outcomes



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|                  |              |              |       |       |
|------------------|--------------|--------------|-------|-------|
| Activity         | Animal Calls | List View    | Int   | Hours |
| Feature          | Calls List   | Media Player | Int   | Hours |
| Est. Hours       | 3            | Actual       | 2     |       |
|                  | 10/17/2013   | Component    | Hours |       |
|                  |              | Component    | Hours |       |
| Details & Status |              | Components   |       |       |

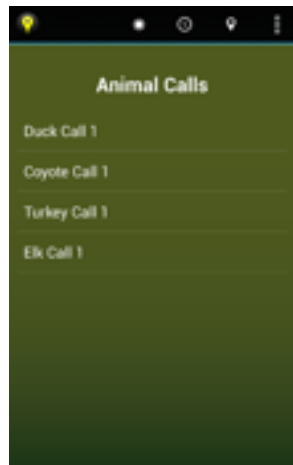
The animal calls activity's main feature will be partially implemented for milestone 2. With the second milestone, sound tests will be able to be performed using the list view given. Not all sounds will be implemented, but the testing capability will be available.

Final sounds and list titles will be available with the third milestone.

Expected Functionality

No major design changes made during this milestone. List uses case and break points to play sounds from selected item. Sounds being played are locally stored MP3 files.

Changes & Outcomes



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|                  |             |                       |       |
|------------------|-------------|-----------------------|-------|
| Activity         | Hunters Map | File Saving / Loading | Hc2rs |
| Feature          | Map View    | Marker Addition       | Hc2rs |
| Est. Hours       | 4 Actual 4  | Component             | Hours |
|                  | 10/15/2013  | Component             | Hours |
| Details & Status |             | Components            |       |

The hunter's map main feature is the ability to view a map based on the user's location. For the second milestone, map marker placement will be available. Map markers will be saved to a locally stored file, and will be loaded upon the application opening. Marker removal may not be fully functioning upon milestone completion.

Expected Functionality

Map, on load, attempts to grab GPS location and set default map location to the nearest point. Marker addition added using "on long click" feature. Title currently set to the latitude and longitude of where the map is clicked. Once marker is put in, file saves locally to hold the info. File can be cleared from settings feature. No major design changes at this point.



Changes & Outcomes



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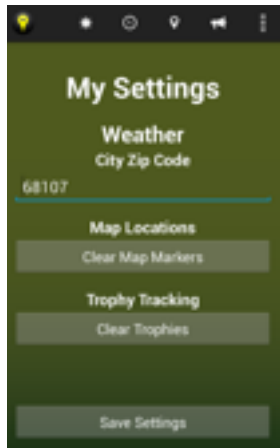
|  |               |  |       |
|--|---------------|--|-------|
| Activity   | My Settings   | File Saving / Loading  | 4 hrs |
| Feature  | Settings Menu | Component  | Hours |
| Est. Hours   | 7 Actual 4    | Component  | Hours |
|  | 10/15/2013    | Component  | Hours |
| Details & Status  |               | Components  |       |

The settings activity will be partially complete within milestone 2. 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 added to clear the marker file completely.

Expected Functionality 

Zip code will, by default, be "68118." User can enter a 5-digit zipcode into the box then press the "Save Settings" button to save the new zipcode. Pages will use that zipcode to get their locational information. Map marker button now works to clear the map markers saved to the device.

Changes & Outcomes 



Visual Progression (if applicable) 

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|                  |                 |                   |       |
|------------------|-----------------|-------------------|-------|
| Activity         | Trophy Tracking | List View Adapter | Ho4rs |
| Feature          | Trophy ListView | Component         | Hours |
| Est. Hours       | 6 Actual 4      | Component         | Hours |
|                  | 10/17/2013      | Component         | Hours |
| Details & Status |                 | Components        |       |

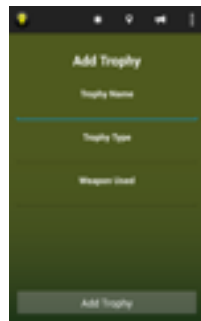
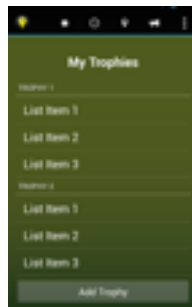
The trophy activity will be partially available within milestone 2. A listview will be implemented with test items to test section headers and item display. The "add trophy" view will be updated with text fields for list additions.

Saving and modifying the list view may not be completely implemented and will be available by the final milestone.

Expected Functionality

Custom listview adapter used to show three list items under a set section header. Adding and removing items from the listview currently not possible. No major design changes at this point in time.

Changes & Outcomes



Visual Progression (if applicable)