

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 | Layout | Horizontal | Hours | 1 |
| Feature | Current Weather | API | Component | Hours | 6 |
| Est. Hours | 8 | Actual | 8 | Text Views | 1 |
| | 10/08/2013 | Component | Hours | | |
| Details & Status | | Components | | | |

The weather activity page's main feature includes the weather of a given/ requested location. The first rendition will gather weather information based out of Omaha, NE. Within the relative layout used for the activity, Text Views will be used to display the city, temperature, and weather type.

At this point, any buttons and logos will be temporary, and more complete versions will be available within the next milestones.

Expected Functionality

No major changes occurred through this milestone. Progress slightly ahead of schedule, with functioning wind direction (milestone 2 feature) already being implemented.



Changes & Outcomes



Visual Progression (if applicable)

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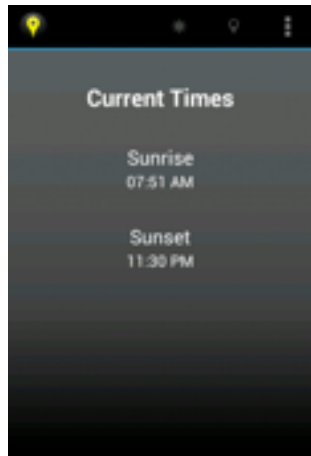
| | | | |
|--|----------------|--|--------|
| Activity | Hunting Timers | Relative Layout | Hc.5s |
| Feature | Time Display | API component | Hc.4rs |
| Est. Hours | 5 Actual 5 | Text Views | Hc.5s |
| | 10/10/2013 | Component | Hours |
| Details & Status  | | Components  | |

The hunting timer's main feature allows the user to see how much time they have until it is dusk or dawn. For the first milestone, the timers will be implemented gathering the current time from the device. Text views will be used to show the current times, and the city based on default location.

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| Expected Functionality |  |
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No changes occurred during this milestone. Web API currently being used to to grab Unix-based times for sunset and sunrise of a given zipcode.

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| Changes & Outcomes |  |
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Visual Progression (if applicable)



Progression Summary

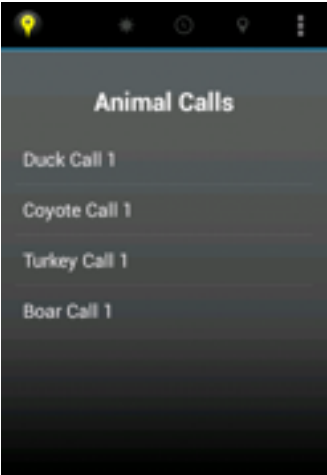
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| | | | |
|------------------|--------------|-----------------|-------|
| Activity | Animal Calls | Relative Layout | 1rs |
| Feature | Calls List | ListView | 3rs |
| Est. Hours | 6 | Actual | 4.5 |
| | 10/09/2013 | TextView | 0.5 |
| | | Component | Hours |
| Details & Status | | Components | |

The animal calls activity's main feature will be partially implemented for milestone 1. The initial layout will be created, and a default list will be shown. While the list view itself will be available, activating selected calls will not be available until a later milestone.

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| Expected Functionality | |
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| No changes occurred during the meeting of this milestone. Current listview layout is temporary, a custom view may be needed. | |
| Changes & Outcomes | |



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|------------------------------------|--|
| Visual Progression (if applicable) | |
|------------------------------------|--|

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|------------------|-------------|-------------|-------|
| Activity | Hunters Map | MapFragment | 8rs |
| Feature | Map View | Marker | 2rs |
| Est. Hours | 8 Actual 10 | Component | Hours |
| | 10/10/2013 | 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 first milestone, the map will display, if possible, from the default location's zip code (Omaha, NE). The map marker button will be visible, and will take the user to the marker page. The marker page will be visible, for navigation purposes, but have no current function.

Marker placement and the map marker list will be available within another milestone.

Expected Functionality

Minor changes occurred during the milestone. The "Add Marker" button is currently removed. Looking into how to reinstate this feature, but with the current map fragment setup, changes to the Map UI are limited. Map is being shown using a MapView Fragment support system, and the default latitude and longitude have been manually set.



Changes & Outcomes



Visual Progression (if applicable)

Progression Summary

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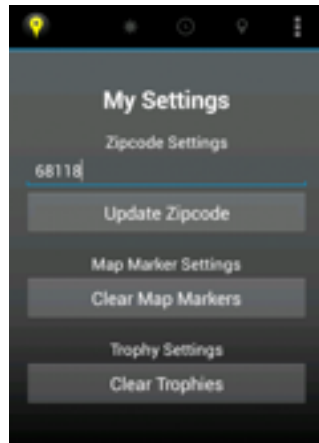
| | | | |
|--|--|--|------------------------------------|
| Activity | <input type="text" value="My Settings"/> | Relative layout | <input type="text" value="0.5"/> |
| Feature | <input type="text" value="Settings Menu"/> | Buttons | <input type="text" value="0.3"/> |
| Est. Hours | <input type="text" value="2"/> Actual <input type="text" value="1"/> | TextViews | <input type="text" value="0.2"/> |
| | <input type="text" value="10/09/2013"/> | Component | <input type="text" value="Hours"/> |
| Details & Status  | | Components  | |

The settings activity will be initially implemented for navigation capabilities only within the first milestone. Actual system and saving implementation will be available within the next milestones.

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|------------------------|---|
| Expected Functionality |  |
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No original design changes were made for this milestone. Progress for this milestone is slight ahead of schedule, with the menu buttons and textviews already set up. Functionality has not yet been implemented.

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|--------------------|---|
| Changes & Outcomes |  |
|--------------------|---|



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|------------------|-----------------|-----------------|-------|
| Activity | Trophy Tracking | Relative layout | 0.5 |
| Feature | Trophy ListView | Button | 0.3 |
| Est. Hours | 2 Actual 1 | TextView | 0.2 |
| | 10/08/2013 | Component | Hours |
| Details & Status | | Components | |

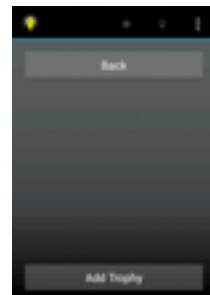
The trophy activity will be initially implemented for navigation capabilities only within the first milestone. The "add trophy" button will be visible, and allow the user to navigate to the page involved with adding items to the list view, but the functionality will not yet be implemented.

Actual system and saving implementation will be available within the next milestones.

Expected Functionality

No major changes were made during this milestone. An activity and secondary activity were created to as placeholders. Buttons were added to open and close the activities, but functionality is not implemented.

Changes & Outcomes



Visual Progression (if applicable)