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November 9, 2024

**Checkpoint 3: Basic Functionality**

**MeetMeHalfway V1.1 – Functionality Additions and Generalization**

In this version of MeetMeHalfway, I have updated the text input area on the NewTripView. The new functionality opens a page when the user taps “Enter a location” that displays a list of autofill suggestions based on the user’s input. The “MeetMeHalfway” button is always disabled until the user enters two locations. Futhermore, the NearbyResultsView has been updated to include a more details icon, which redirects them to AppleMaps to get the details page. This feature is a bit clunky in comparison to the rest of the UI which displays information natively. I am planning to update this in the future to either utilize Yelp or Google Maps API and display the information natively in the UI instead of a link elsewhere because Apple Maps by default hides as much information as possible when using the URL to request data.

In its current state, I believe the app is complete in terms of delivering the value I proposed in the project proposal. However, it is still clunky, a bit slow, and in need of some refactoring. It properly handles pause/resume state, but if the app gets killed, intentionally or not, none of the user input is being saved. I plan on implementing a JSON serialization of the user input and data calculated so far to reload on entry in the future. That way, even if the user kills the app, it will have some sort of information to work with, and if the user really wants to “reset,” then I will allow them to by updating my LocationInputView.

Several changes are going to be implemented before the next checkpoint (Beta), namely: handling background state change and saving important data before the app is killed by the OS, adding permissions request so the user can tap a button to use their current location as one of the data points, updating the UI (perhaps allowing dark mode vs. light mode and modernization), and testing considerations (unit tests and beta testing scope and questions). After these things, I am going to evaluate the security of my app and consider obfuscation or encryption for sensitive information, however, I don’t anticipate needing to do much with that except perhaps the user’s location.

Some potential questions I will ask my beta testers are:

* Do you feel like this app is intuitive? Did you know how to use it without instruction?
* Do you feel like this app is easier than other methods of planning a trip (i.e. Google, pen and paper, etc.)?
* How do you rate the performance of this app on a scale from 1-10?
* Is the UI seamless? Were there any holdups while using this app?
* Were you ever confused about where to tap or what to do?