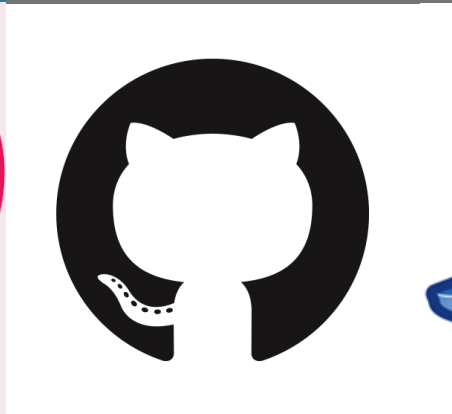
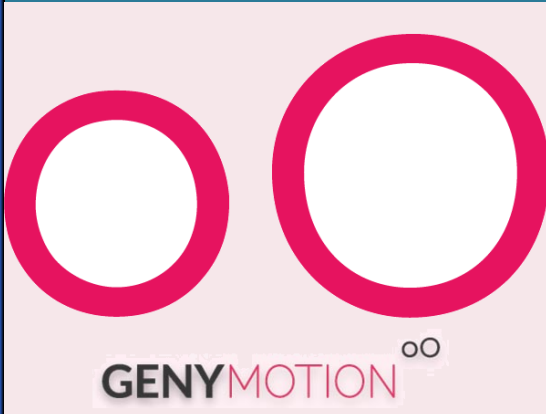
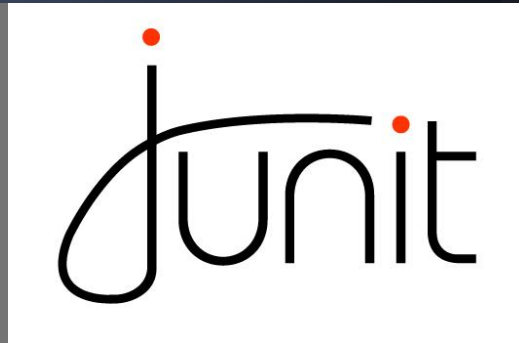


(Chop)in

Slaton Spangler, Brandon Romero, Mason McNutt,
Cameron Tierney

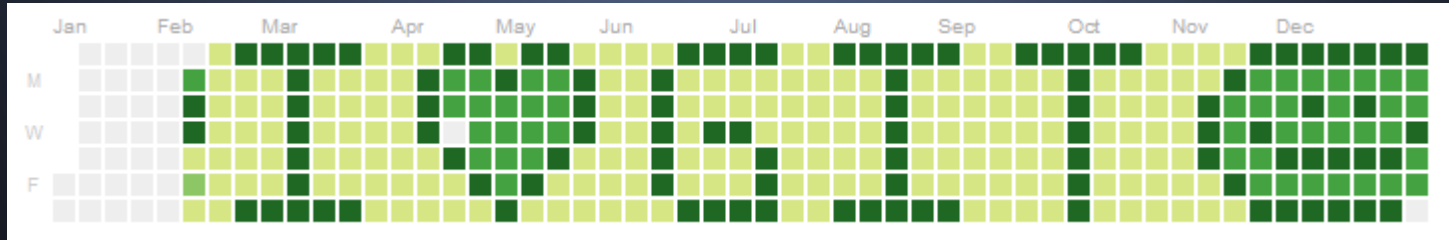
Tools



Version Control



We used GitHub for our version control software. Why? Because it's easy, free, and works.



Project Tracking



For project tracking, we used Trello. It seemed less intimidating than some of the other project tracking options. Overall, the card based system was manageable, but we often forgot to actually use it.

Development Environment

To develop our application, we used Android Studio. It is slow, cumbersome, and confusing. It would certainly take more time to get comfortable with than what we had. However, it did have built version control support.



Backend



We attempted to use Google App Engine for our backend. However, due to confusion over how to actually use the service with Android, it didn't end up being very useful in the finished product. This was supposed to hold our database.

Testing

For testing features, we used an external emulator, Genymotion, to launch our app. The emulator built into Android Studio was inconsistent and slow.



For automated tests, we used Junit, which was relatively simple to figure out.



Documentation

We used Doxygen as our autodoc software. It was simple!



We used draw.io to create our ER diagram. It was ALSO simple! :D



Methodologies

We used pair programming heavily.

We originally intended to try the sprint based Agile production methodology, but ended up falling into more of an iterfall/waterfall system.

Challenges

Time: Our schedules lined up at inconvenient times, or when we had a lot of other things to do.

Tools: Some of our tools were slow, hard to find documentation for, or just plain broken.

These caused us to abandon some of our planned features, and change others slightly.