Rocket Frenzy

This app is designed to make users go on adventures and explore the world around them, while enjoying little mini games along the way!o shit waddup

GitHub Repository: <https://github.com/Lazer7/RocketFrenzy>

1. Task: Map, User Tracking, Markers, Camera Following, Camera Tilt, Mapbox API, GPS Floating Action Button
   1. Programmer: Eugene Mesina
   2. Learning Task: 8 hours (Jumping from Unity to Android)
   3. Coding Time: 8 hours(Practicing MapBox examples and Implementing into our code)
   4. Sources: Mapbox API, Mapbox API Documentation/Examples helped a lot in the process of learning and understanding MapBox API.
2. Task: Mini-Games, Fragments
   1. Programmer: Jimmy Chao
   2. Learning Task: 17 hours (Jumping from Android to Unity to Visual Studio then back to Android)
   3. Coding Time: 1 hour 30 minutes (for the actual complete finalized work of the shake game and the fragments)
   4. Sources: Android Lab 4 (fragments) and Lab 6 (Sensors) and Homework 2 (Custom Adapter) showed me how to set up each thing I needed to set up my tasks
3. Task: Floating Action Bar Menu
   1. Programmer: Daniel Lee
   2. Learning Task: 6 Hours (Learning translation and alpha animations from playing around with Android and pushing / popping fragments off the backstack)
   3. Coding Time: 8 Hours (Floating Action Button Menu + Animations, Backstack management, Linking all fragments to the menu)
   4. Sources: Android Lab 4, Homework 2, mostly played around with the code until it worked.
4. Task: Database and User Authentication
   1. Programmer: Christian Blydt-Hansen
   2. Learning Task: 4 hours (Learning database and user authentication from firebase)
   3. Coding Time: 6 hours (Creating the UI of the user authentication, setting up database and authentication, merging codes between people)
   4. Sources: Google Firebase, Glide Library

