

Working Prototype Known Problems Report

StudyCat, Smitten Kittens, December 2, 2018

Functions not working correctly:

- App needs to know that you are using your phone for other applications (punish by cat running away)
 - We needed to research apps similar to ours to find out if user exits the application: (i.e. Forest), however, these apps were not open source.
- Music / background noise:
 - Would have to import AVAudioPlayer and an mp3 file to create a sound from the app
 - If we were to have spotify we would need to download the spotify api
 - This was an additional feature however and not a main component of our app.
- Randomized cats
 - There were issues with animating the cats after they were color changed and multiple methods were used without finding a solution
- Individual accounts (gmail account)
 - The account is local to the user's device.
 - We ended up not using Google sign in.
- Google sign in was not implemented
 - This was implemented, but the main use of this was to be able to access Google Calendars, but we decided to make our own calendar thus no longer needing the Google sign-in.
- Use firebase to save user data
 - Not enough time to implement, also not a very important priority
- User timer is not customizable, set values
 - Using set values to encourage the user to study for solid blocks of time rather than encourage them to make short custom times
- Under calendar button implement google calendar on app (created own calendar instead of google)
 - There was poor documentation to implement Google Calendars API in Xcode 10.
- Calendar that is implemented partially interferes with the menu and buttons on the calendar.
 - The calendar blocks certain parts of the menu because we had issues scaling the calendar.
 - The month view is not viewable due to a scaling issue as well.
- Can't accessorize cats
 - We ran out of time
- implement power saving techniques
 - Would have taken too much time and some of the ways we already implemented features already is using power saving techniques

- Create a way to save cats on app
 - This task relies on randomization: the user want incentive to save cats.
 - To actually save cats, we would save the randomization of the cat: (type of cat, random color) into firebase then load the cats images/animations to a new view controller to show the user's collection.
- Save study times on the calendar/Log session information
 - To represent user's progression, we could have a graph representing how much the user has studied in the past.
- App crashes when timer is run while switching to views other than the timer and homepage
 - We are currently in the process of fixing this and will hopefully have it done by the time the project is submitted
 - Since the cat image is only defined in the main view controller, when the user goes to another view it crashes because the cat image is not defined in the view that the user is currently in
 - The cats appearing also only work if user goes from Timer View to Home, if you go to any other view then back to home the cats aren't there.
 - We need to fix this by making the timer stop when the user is switching views.