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Milestone in Review

My app was basically a success. I was able to create an app that’s stable in a month and it’s on the Google Play store ready for everyone to install. I’m also pretty happy because it’s the largest project I ever did solo. It was also relatively the same size as the drawing program my group wrote in software engineering.

What I learned

I now have experience with XML. Although that isn’t much of an accomplishment because of how simple it is lots of things have a “I don’t want to break anything” period and I’m definitely way past that thanks to this tutorial and git. I was able to practice design and honestly seriously enjoyed it. I knew I enjoyed design for quite a while but previously I haven’t been able to make something completely of my own design. I learned about some of the intricacies of Android like how in the background when you’re asking it to find a view in the xml file it’s actually grabbing the id (int) of the view and when the app is building Gradle does some work to connect everything.

Wishes for next time

I wish I had a few more days. I think I could have gotten everything that I wanted into the app but I’m happy with the things I decided to leave out.

The things that I missed out on were:

1. Playing a little star pop animation like when a Pokémon is caught
2. Make tasks editable. So that players don’t have to delete and re-add the task
3. Make repeating tasks
4. Achievements because that would help increase engagement.
5. Technical thing: Use Fragments instead activities because they’re lighter and thus faster

Things to change

Next time I make an app I want have more feedback on it during development. I did reach out for feedback from friends at times where I’m not sure but not super often. Also some of the times that they did give me feedback I ignored it usually because I didn’t like the change. I think next time I make something I should be more open and either accept the change or find a concrete reason why I don’t like the change their proposing.