



Gas Mileage Tracker

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Methodologies

- Agile
 - 5 stars
 - The best example of how we used this is we were constantly adding/changing our requirements document.
- Pair programming
 - 5 stars
 - The best example of how we used this is we split in two groups and tried to pair program with whoever we are paired up with that way more than one person knows how a certain part of the project works.

Xcode and Swift

- IDE for IOS apps in swift and objective-C(Mac Only)
- Swift introduced in 2014
- 4 Stars
- Pros: Many features, free, VCS integration
- Cons: New releases are Buggy, Swift is so new its hard to find help
- We also used Xcode for our testing. It has built in functionality for writing tests.
- Alcatraz-Open source package manager that adds Xcode customization





Trello (Project Tracker)

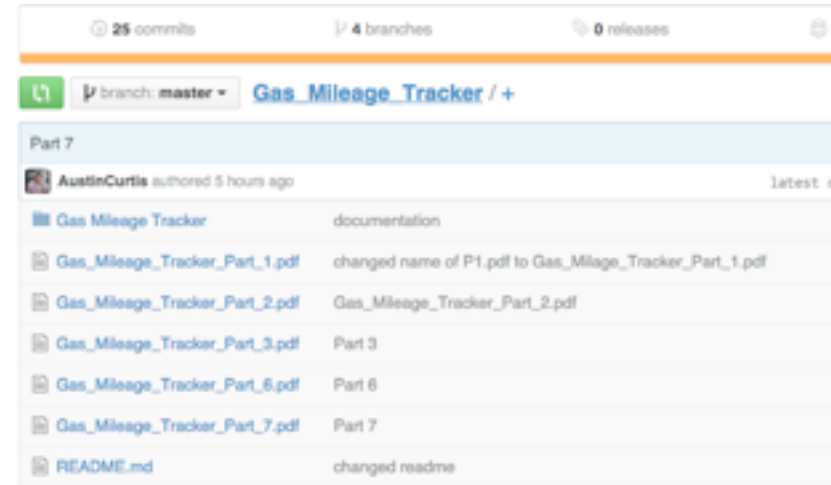
- Trello is a web-based project management application.
- Trello was created by Fog Creek Software in 2011 and branched out to be its own company in 2014.
- 4 stars
- Pros: Free, easy to use, email alerts, assign individual tasks
- Cons: Hard to visually link tasks together



Github (VCS)



- Github is a web based Git repository which offers distributed revision control and source code management.
- 5 stars
- Pros: Easy for everyone to get code, if you have a new idea make a new branch.
- Cons: Sometimes challenging to merge if too many different changes were made.



Swift Core Data Databasing

- Swift Core Data is a great built in method for databasing. It provides the ability to store data within the application so that it can later be printed out into a table.
- 5 stars
- Pros: Really easy to use.
- Cons: Persistent data creates conflicts when new features are added

Appledoc and Xcode

- Appledoc is command line tool that helps Objective-C developers generate Apple-like source code documentation
- Once downloaded you run a shell script in xcode along with a feature of the Alcatraz pack that will give you the documents.
- There is currently no commercial Auto-Documenter for swift
- 1 Star



Deployment Environment

The next step for this app after we have all of the features we want would be to submit it for approval to be in the app store. In all likelihood I would not be surprised if we would not pass. Apple has many, some might say ridiculous, rules about the apps they let in.

Challenges

- Xcode Updates
- Lack of Swift resources
- Auto Documentation
- Breaking down project into manageable pieces