Capstone Weekly Update #2 (02/13/2018)

Jacob Collins

1. Progress:

* Set up Google Maps API key and other settings (Phone Emulator, SDK Versions, etc.) (~30 Minutes)
* Made sure the emulator was working with the base google maps application that Android Studio created and then pushed its java file and xml file to Git (~10 Minutes)
* Watched/Read Android Studio tutorials, some on just the basics of android programming for a refresher and the rest on how to implement a google maps activity in which the program asks the user if it can access their location and then, if the user allows it, it marks their position on the map (2 Hours)
* Began to create my UI model for the app (30 Minutes)
* Began to implement getting the user’s location and marking it on google maps (30 Minutes)

1. In the coming week:

* Continue researching android programming (2 Hours)
* Finish designing the UI for the main app (2 Hours)
* Continue to implement the UI (5 Hours)

1. Changes Identified:

* Nothing major so far, although I did find out that my linux laptop cannot run the emulation software for Android Studio so, while it’s not a huge problem, it makes debugging the UI look a little more annoying since the default UI debugger I don’t like as much as Android Studio’s emulation software.
* Bricking my linux laptop for a whole day due to a BIOS error also pushed back the amount of work I could do for a day. Not a huge issue as well as just means I have to do more work this week to get back on track.