

Self-Assessment – Scott Welsh

Fall Semester:

My project will be a challenge academically because it is almost like a test to see how much I have learned. It will involve high levels of collaboration and creativity in order to complete. Applying things I have learned and learning new stuff along the way will be essential as well. The idea also of being able to make pretty much whatever you want and have it graded is a little daunting but also exciting. Hopefully at the end it will be a good test and display of my time in college.

My college curriculum will be very helpful in the making of this application. My Database Design class taught me a lot about databases which will be essential to making my project happen we will need a database to hold information and have it pulled depending on the user's interest. The second course that will help is Models 1 and 2 because it helped me learn a lot of essential fundamental programming concepts like ifs and loops. Models will also help if we need to program any mathematical concepts into our application or pull information from an excel sheet. Those two courses are essential in the making of my project.

My Co-op experience at Magnet Digital and Data where I am a software engineer, SEO analyst will be very helpful as well. It is where I learned to code in HTML and C# two languages that are used in making websites. I learned how to make something user friendly and efficient. For example any page on a website should be 3 levels or clicks away from the home page. It is also where I got to see a user's view who has no knowledge of programming. Both my experience building websites and analyzing them will be very useful when making an application.

My motivation for doing this project is my obsession with movies, shows and video games. I am tired of checking Rotten Tomatoes, IMDB, Game Stop, or asking friends what they thought of something. It is a very inefficient way to find information like reviews or release dates. Why not just have a one application where you can find release dates for shows, movies, or games that you are interested in. Where you can set alert so you will get a notification the day of or whenever to remind you something is being released. You can also have your own profile where you can rate things and your friends can follow you to see your thoughts.

This idea excites me because it is almost like a new social media space. One of the best things about this idea is you could expand it out so the user can input what they want to follow or are interested in. If you wanted to know when a new laptop or Iphone is being released the app can show you, that information can put it on a calendar and receive alerts for information. You can then see others who follow that information and see their thoughts on it. The goal is to have a efficient and user friendly application that tracks things a user is interested in.

Spring Semester:

My team called Prophecy built an application that tracks release dates for movies, tv shows, and video games. We did this cause my group was interested in those types of media and we got tired of going to multiple sites to get the information. So we wanted to build a sort of one stop shop for information on media. We also added user profiles so a user can see what media their friends are interested in so they can coordinate seeing things together or playing games together. My individual contributions to the project was taking our initial UI and showing my other team members how to build it like the collection views that you see the movies in. As well as building the login page ,adding a logo, and fixing problems that cropped up when building our UI. I also showed them how to add things to the UI in Xcode and how to manipulate things once they were on our application, however I could only work on the test version of our application because of my computer not being the best. But I still solved all of our UI problems. I did apply skills I already had to our project and I did not get the chance to learn more about the backend of coding like I had hoped just due to the time constraints for the project.

From a UI perspective we had a lot of success because initially when we started building our application it was not going to look anything like our mock up that we liked. It was going to look like tables of media instead of the clean carousel like design we thought initially. However with some research because we knew it was possible we found the collection views feature in Xcode that can then be manipulated to make what we initially thought. This was a crucial breakthrough because if you look at the application we used that on half of the pages in our application. We would have had to rethink the entire user page and homepage if we did not make that breakthrough.