Project Reflection:

The app is a simple game app which tests users memory. The user is asked to chose a level of difficulty and then start the game. Once they start, they are showed a sentence in English. They have to read and remember the sentence they saw. Once they are ready, they can go ahead and hide the sentence and type it out as identical as they remember. An internal timer tracks the time the user took to type out the sentence and displays along with the result after the user is ready to submit what they just types in.

The most challenging part I found in the project is the auto layout! I redid the auto layout many times from scratch. But I think I had to do it many times because I did not have a very strong grip over the constrain concepts in android when I started out. Another area I struggled with is saving the states of the button when the user changes orientation.

If I would do this app again, I would do the layout after I have a clear picture about how I want to design my activity. Also I would read up more about the internal timers before starting to implement them.