Title: CS Brain Training

Who: Casey Moher-Crook, Nicholas Nocella, Jonathan Song, Anthony Osmany, Roberto

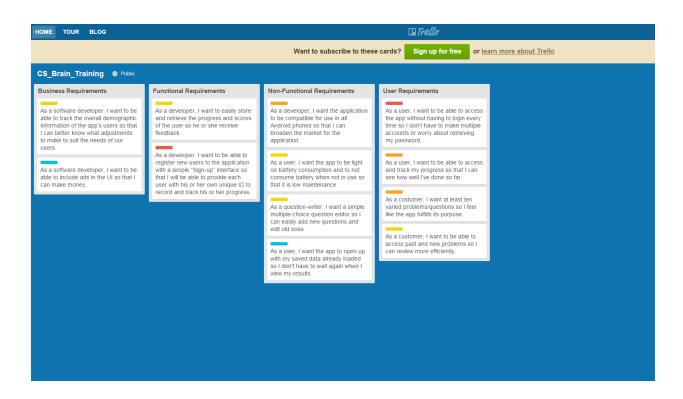
Kingsley

Methodologies: Version Control, Agile, pair programming, peer code reviews, TDD, Static

Analysis, Documentation

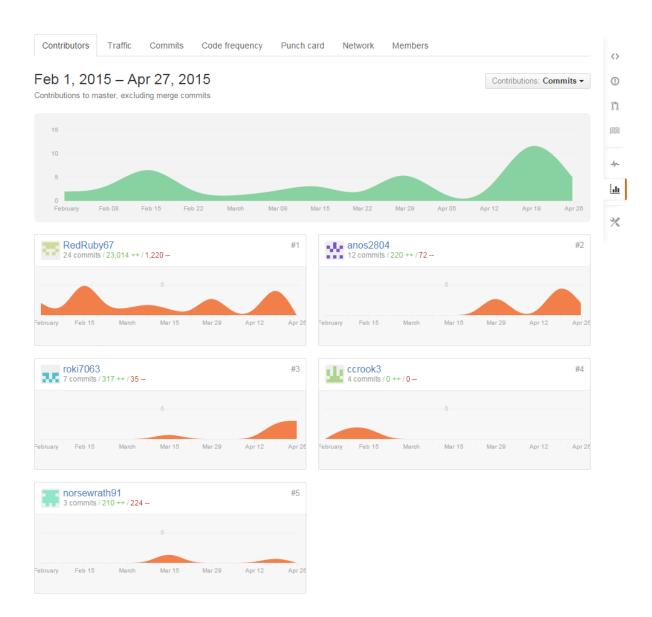
Project Tracker: https://trello.com/b/d1DckXm7/cs-brain-training

Project Plan:



VCS: https://github.com/RedRuby67/CS-Brain-Training

VCS Screenshot:



Deployment:

https://github.com/RedRuby67/CS-Brain-Training/tree/master/Project_Writeups/Deployment

(Import project into Android Studio and run or install Andy the Android Emulator from http://www.andyroid.net/ and run app-release.apk file)

Initial vs. Final Product

The final product did not vary significantly from the initial product proposal. A majority of the differences manifest themselves in functionality that would improve scalability that didn't make it into the final product. Here are some of the differences:

- Initial product called for SQL database, final project used local SQLite database
- Initial product called for being able to submit multiple choice questions for other users to answer
- Initial product had Facebook module login, final project had local SQLite login
- Final product included a page to review concepts from answered questions, whereas the initial product did not
- Initial product reserved space for ad placement, final product did not support ads