# Port of Dr. Discovery App to iPhone and Android

CSE 486 - Joel Christiansen

**DESCRIPTION**

Port the Dr. Discovery app from iPad to iPhone and Android using Xamarin Studio.

Port of Dr. Discovery App to iPhone and Android

# Description Of Overall Project

## Work Completed

We successfully completed the port from iPad to both Android and iPhones.

## Best Of The Work

In converting from a single screen size of the iPad to the multitude of screen sizes in Android and iOS, we were forced to recreate many of the original  art assets. The skill with which this was done is quite impressive.

# Summery Of My Contributions

## Work On Team Presentation

I assisted in making the slides for our presentation, as well as helping to present the slides.

## Work On Reports

I helped fill in the information for meetings in which Alex Reyes, who filled and submitted the majority of the reports, was not present.

## Work On Product

I helped on the Android port, specifically on implementing the database connections and logging.

## Work On Team Management

I helped coordinate and remind people when meetings are, and created the Slack chat which we used for the majority of online communications.

# Refections Of My Work

## Evaluation Of The Success Of The Work Produced By You

The database implementation I created has feature parity with the database originally used in the iPad app, as does user feedback logging.

## Technology Learned

Xamarin, C#, general mobile development

## Lessons Learned

I gained a better understanding of Git, and to not overthink development in environments not wholly owned by you (e.g. Android).

## Moving Forward

Mobile development is a massive field with a lot of potential, so although I did not enjoy mobile development in the least, it is still a useful skill to have if need be.

# Reflections On Team As A Whole

## Evaluation

Overall, we were successful in porting the apps to android and iOS. The team I worked with was a fantastic group, and they contributed to making the project far more enjoyable than it would otherwise be.

## Improvement

We spent the majority of the first semester of this project simply learning the codebase and environment. If we were to start over knowing what we now know, we would be able to finish this project much fast and much cleaner than we otherwise were able.

# Evaluation Of Team Members

## Alex Reyes

Regularly attends meetings - 1

Participates and contributes good ideas in meetings - 3

Shows respect for and supports other team members - 3

Completes all work ON TIME - 3

Submits high-quality work - 3

Made significant contribution to project - 1

## Daniel Butters

Regularly attends meetings - 3

Participates and contributes good ideas in meetings - 3

Shows respect for and supports other team members - 3

Completes all work ON TIME - 3

Submits high-quality work - 3

Made significant contribution to project - 3

## Francis Oyeniyi

Regularly attends meetings - 2

Participates and contributes good ideas in meetings - 3

Shows respect for and supports other team members - 3

Completes all work ON TIME - 3

Submits high-quality work - 3

Made significant contribution to project - 2

## Daniel Villela

Regularly attends meetings - 3

Participates and contributes good ideas in meetings - 3

Shows respect for and supports other team members - 3

Completes all work ON TIME - 3

Submits high-quality work - 3

Made significant contribution to project - 3

## Connor Golobich

Regularly attends meetings - 3

Participates and contributes good ideas in meetings - 3

Shows respect for and supports other team members - 3

Completes all work ON TIME - 3

Submits high-quality work - 3

Made significant contribution to project - 3

## Grading Table

| Team Member Name | Grade | Reason |
|---|---|---|
| Alex Reyes | B | Failed to attend many meetings, did not contribute much for the first half of the semester. Contributed a good deal during the second half, including splitting many of the art assets into separate parts to make them better scalable and taking care of the vast majority of the paperwork for the class itself. |
| Daniel Butters | A | Near single-handedly did the UI portion of the android port, mainly the portions that dealt with animations. |
| Francis Oyeniyi | B | Did a good deal of the animations for the iPhone port where needed. |
| Daniel Villela | A | Handled the rest of the UI portion for the android port, implemented achievements and levels. |
| Connor Golobich | A | Did the majority of the iOS work |

# Conclusions

All in all, I could not have possibly asked for a better group to do this project with. We worked well together, got along well, and successfully accomplished our goals to our sponsor's specifications. While the project itself was not one I enjoyed, we were nonetheless successful, and that's an important thing to keep in mind — even the less enjoyable tasks need to be done and have some sense of satisfaction in being completed.