Hey guys.

The IDE I used when I made my IOS app was called "OpenPlug Studio". I made the app all the way back in 2011 and it looks like development for the IDE has since stopped, which is unfortunate. The website for the software seems to have lapsed and is now occupied by a domain squatter (<http://www.openplug.com/>) The way it worked was the framework was done in Adobe ActionScript which is a very similar syntax to java and certain things are done in the native IOS/Java code if they cannot be done through the actionscript framework.

For example. my app, "Bedphones Music Controller" (Android - <https://play.google.com/store/apps/details?id=becker.bedphones1&hl=en> IOS - <https://itunes.apple.com/us/app/bedphones-music-controller/id460829839?mt=8>) would control the volume of your music and brightness of your phone screen as you fall asleep. The entirety of the GUI was done in actionscript, the only thing done in "native code" was the actual process of lowering music volume, and brightness of the screen, as the processes for those actions are different between IOS and Android.

I am trying to see if I can find an archived version of the software because it should still work in theory. If I can find it we could do the "app launcher" part and most of the GUI in OpenPlug and certain things if necessary (I am thinking the GPS stuff for the campus map) done in native code.

If you want to take a look at what the code for the project looked like, you can download it here: <https://www.dropbox.com/sh/gna4f9qfnh0e2ty/AAAKjXutFoYuTdibCNFWtYQZa?dl=0>

You can also check out some apps I made for the windows phone platform as well. Link here: <https://www.dropbox.com/sh/cl1dw5d0d5vq59w/AADHYalcXbcNZIFMkUT0eT3Ea?dl=0>

As for the Friday meeting, I am not sure if that is really necessary if we are already meeting again on Monday. What do you guys think?

On Wed, Mar 23, 2016 at 2:52 PM, Ethan Weibman <[eweibman@gmail.com](mailto:eweibman@gmail.com)> wrote:

Attached is a document detailing the enviroment and language we will be using to develop WCC Mobile for Android.

Lucas, regarding IOS development I have a few questions:

What language are you developing in?

I understand a license is required to release on the apple store, but is a license required for accessing the API?

What time are you all available to meet on friday?

My availability: 9-10am or 1-5pm

-Ethan Weibman