

William Doudna

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Mobile apps

Adam Carter

### Post Mortem Project 1

Making my hangman app was a rewarding experience that I feel has set a positive note for the rest of this semester. It was very gratifying to see my code turn into something that I actually could and would want to use. For a large portion of my time studying computer science at Humboldt State, I have not had the opportunity in my classes to work on engaging, useful, and equally challenging coding projects such as this. Part of what made this project so rewarding is that I initially felt somewhat lost when we started the project. I had no idea what I wanted to do, or how I would do something even if I did come up with an idea. I initially made a simple app that would test to see whether a given number is prime or not. But due to the app being very plain and simple, I decided to make a hangman app instead. The hardest parts of this project were figuring out what I wanted to do and trying not to be overwhelmed by how much there is to learn within Android Studio. Luckily, prior to taking this class, I started taking an Android app development course online which gave me the basis that I feel that I needed in order to succeed in this class. One issue that I encountered that I was able to overcome is that I initially was having trouble with my Gradle build while trying to run projects on school computers but I was able to fix this issue by moving my project from my U drive to the desktop of the PC I was and running it from there. An issue I was not able to resolve was that my app looks fairly ugly. I would like for the next app I make to look crisper and more organized instead of a bunch of

TextViews jammed in next to each other. Another challenging aspect of just this class in general is that I have chosen to use android studio instead of xamarin via visual studio. I feel as if this has left me with fewer resources considering that there are very few classmates that I can ask for advice from and less general help from you considering that you seem to mostly using xamarin. I am mostly left on my own which is ok. Once I graduate there won't be anyone to guide me or help me so this is a good wake up call as to what working in the industry could be like. One thing that would have been helpful in understanding the assignment further would be if you had posted an example design document. Because I have never written a design document before, it was somewhat difficult to figure out how the document should be laid out and what a proper usage good looks like. I tried to look at some design documents for other softwares online but they were generally for much larger pieces of software which made it hard to discern how much work I should put into my document and what exactly you expect. Overall this first project was a great experience and I look forward to starting the second.