SandwichStory

The Sandwich Guys

July 21, 2017

**Working Prototype Known Problems Report**

**// NEED TO ADD TITLES FOR ESY LOOK UP OF BUGS. FROM THERE, WE SHOULD BE MORE SPECIFIC/CLEAR WITH WHAT IS ACTUALLY HAPPENING AND WHERE.**

We were unable to load images into the database, so as a result we were unable to get images from the database. This means that we could not display custom images in the library or even download custom images, so as a substitute we imported a default image for the application to use instead. The result of this action makes a defaulted image display on the homepage, sandwich info page, and library page if the sandwich is from the database. Also, if trying to edit one of these library sandwiches, there will be no preset image in the image sections. The reason for this bug is because we don’t have a way for the database to store the images, and our images are linked directly to the images on a person’s phone. If we decided to pass the string, a random image on their phone will be provided to the person, which would be undesirable.

When saving from the library, and the phone is loading again it shows the home page briefly until it is done loading and when it is done loading it goes back to the library page. Although it is not really a bug, we feel as though it is a weird interaction. We feel as though this is happening is because of the amount of the things that have to be loaded onto the screen, because of how fragments work. These problems may be fixed by changing the layout from having fragments to being individual activities.

The layout on some of the pages are slightly misaligned, such as some of the views are to the left of the center, however on the emulator they look fine, but when we load it onto an app it does not look like it did on the preview. This may be fixed when if given more time to mess with the UI of the application to make sure things constrained correctly in the xml.

Photos that are taken or chosen to display do not take up the whole allotted space, leaving some bars to the left and right of the picture. Although not much of a bug, we felt as though if allotted more time this problem could have been fixed, by messing with the UI.

Although not much of a bug, the application allows for a user to download the same sandwich from the database over and over again with no check for multiple instances of the same sandwich. Also the application allows for the user to upload sandwiches to the database of the same name and ingredients with no check to see if it already exist, so the database could have multiple instances of the same sandwich.

If you start creating a sandwich and happen to close the application, the sandwich that was in progress of being made will be completely deleted from the system, and the user would have to start their sandwich all over again. We believe that this is happening because the data is not being saved when the activity is being destroyed. We could fix this by creating an onPause function that would save all the data in each data field into system preferences and have it be reloaded if the page is reopened.

The ingredients will disappear from the sandwiches if the edit page is opened and the back button is pressed. We are a little unsure on why this is happening, however we have reason to believe it is something to do with the AppInfo object that is storing all the data for the application to use. For some reason, the back button being pressed is deleting this information or allowing for it not to be displayed. There are multiple ways that we could go about solving this problem. We have tried saving the sandwich when the back button is pressed however that did not solve the problem, so it would require time to take down this problem and we do not have enough time.

Loading a large amount of sandwiches on the homepage may crash the application after deleting a sandwich. We believe this is happening because it is trying to display all the sandwiches while it is overwriting what sandwiches are still being saved and the combination of these actions is overloading the phone and causing a crash. This could be fixed if we hard coded a limit to the amount of sandwiches a person could have on their list of sandwiches.

The textview does not scroll on the sandwichInfo page. We believe this is happening because it is a textview and textviews don’t scroll inside of a scrollview. This was an oversight from when we made the page into a scrollview over having it as a static page. This could be fixed if we could find out how to make a textview scroll instead of a scroll view.