App Inventor Project Log

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| Date | Accomplished |
| 12/7/15 | After selecting the photo booth app as our project, we brainstormed some basic ideas. Specific ideas we brainstormed: Personalizing pictures (filters, different photo booth backgrounds, stickers), Uploading photos (since the app seems to take camera input), Saving options (because the point of such an app is for memories), and transitions between the different screens (help, camera, personalizing, etc).  20160107_100831.jpg |
| 12/8/15 | We continued developing our ideas, and browsed through the app tutorial. |
| 12/9/15 | We shared our ideas with another group. They gave us some comments, included on the brainstorming sheet. We followed the tutorial for the photobooth app, and entered in most of the code given.  20160107_102000.jpg |
| 12/10/15 | We finished entering in the code given, and tested the app. We found out that the Asus tablets cannot be used to take photos for the photobooth app. To solve this problem, we decided to use Megan’s Samsung tablet to see if the app would work then. |
| 12/11/15 | Megan brought her tablet -- the camera works! However, the tablet must be tilted to the left when taking pictures in order for the pictures to be oriented correctly in the canvases. Since this is a problem we cannot solve, we decided to simply put a notification reminding app users to tilt the tablet to the left when taking pictures. |
| 12/14/15 | Today, we added in a feature to select photos from the gallery using an ImagePicker button. However, we noticed that gallery-selected photos do not have “file:///” pieced to them, and cannot be shared. |
| 12/15/15 | We attempted to add in an feature that allows the user to swipe across a canvas to clear the image in it. However, this feature did not work either. |
| 12/16/15 | We packaged our app and downloaded it onto tablet. However, an error message “Property setting was expecting a canvas component but got a string instead” keeps popping up. The source of the error seems to be a block of code where we tried to resize the images so that the scale was not changed. We tried various solutions but they did not work. |
| 12/17/15 | Today we did a gallery walk. Our app did not work at all. We got comments like “nothing is working”, and “What is the point of this?”. We created a brainstorming list:  20160107_102952.jpg  To figure out what we need to accomplish for the Final Version, we created a Problems/Solutions list.  Problems/Solutions:   1. Gallery-selected images cannot be shared    1. Find some way to add “file:///” to the image text 2. Error message prevents app from functioning    1. Identify and remove faulty blocks causing error 3. When transferred to canvas, images become stretched    1. Find a way to retain the original dimensions of the    2. Make the dimensions of the canvas have a height:width ratio equal to that of pictures taken by device 4. Erasing function does not work    1. Look for errors in code   We plan to solve each of the problems in order over break. |
| 12/20/15 | Gallery Image Sharing  We first tackled the problem of sharing gallery-selected images. We found that the gallery selected images needed to have “file:///” pieced to the image text. We used the “join” function to find gallery selected images (identified by “/storage/”) to solve the problem. After testing the app, sharing the gallery-selected images worked! |
| 12/21/15 | Error Message & Image Dimension  Today we tackled the error message and the image stretching issues. After changing the widths of the canvases, we decided to make the app a landscape app and also chose to enable scrolling. stretching, since the error comes from our attempt to limit the dimensions of the image. We removed the block that was causing the problem. To limit the dimensions of the images taken or chosen from the gallery, we looked up the dimensions of the pictures that the tablet takes and set the canvas height and width to a ratio of those dimensions. |
| 12/23/15 | Erasing Function  We found that Canvas.clear only clears anything drawn on the canvas, but not its background image. App inventor does not allow the background image to be set to photobooth.png. It doesn’t even allow the background image to be reset to a blank canvas. We decided that we should eliminate the option to erase the background image since it proved to be impossible. |
| 1/2/16 | After testing our app, we realized that we could not select specific canvases to retake certain images. Because we felt that having another function was of greater importance, we chose to simply add directions on how to better use the app. |
| 1/4/16 | Editing Function  After deciding to abandon the erase option, we attempted to add other editing functions to make up for it. We want to add a simple ‘draw’ function that allowed the user to doodle in different colors on the selected pictures. We succeeded in allowing the user to draw, but have not figured out how to transfer a picture from the canvas to the editor, or how to share the picture. |
| 1/5/16 | We solved the problem of transferring the picture from canvas to editor by using TinyDB. We first stored the image under a tag, then retrieved the image from TinyDB in the Editing screen. |
| 1/6/16 | We figured out how to share the edited picture. Normally, a canvas would simply use the Canvas.save or Canvas.saveas function to save the edited picture to the device. We used the saveas function to save the edited image to TinyDB, then immediately retrieve it for sharing. Testing edited pictures works! |
| 1/7/16 | Packaging and Submission of Final Photobooth App   |  |  |  | | --- | --- | --- | |  | Beta | Final | | .aia | [CSE3\_Koh\_Leng\_Photobooth\_beta.aia](https://drive.google.com/open?id=0B1v7BGRrXYtoWnkxdFJCcmZZWGM) | [CSE3\_Koh\_Leng\_V2.aia](https://drive.google.com/open?id=0B1v7BGRrXYtoX3hfU29CODZlQWs) | | .apk | [CSE3\_Koh\_Leng\_Photobooth\_beta.apk](https://drive.google.com/open?id=0B1v7BGRrXYtoT3gzeDNnb3RMelU) | [CSE3\_Koh\_Leng\_V2.apk](https://drive.google.com/open?id=0B1v7BGRrXYtoZFNELUJGdkpLcVE) | |
| 1/8/16 | **App Inventor Gallery Walk**  **App Title: Photobooth**  **Instructions**: Take pictures and edit them if you want! Please be patient and do not tap the screen many times when the app lags.  **COMMENTS:**   * i dont understand how this works * how do you edit the picture * really laggy, great graphics * Tablet is somewhat unresponsive * really creative, good job * Somewhat unresponsive and hard to use, but it’s very creative! * Somewhat hard to understand, but once you do understand it it is very fun! * App is glitching, and not working properly |