Working Prototype Known Problems Report:

Product Name: SandwichStory
Team Name: The Sandwich Guys
Date: 7/25/17

1) We were unable to load images into the database, so as a result, we were unable to receive images from the database. Therefore, sandwiches in the library do not display custom images. As a simple visual fix, we decided to display default images. The result of this is that sandwiches saved from the library to a user's own list also display default images. If the user goes to edit one of these sandwiches, a blank image shows up on the edit screen rather than the proper image. The reason for this bug is because we didn't implement a way for the database to store images. When saving locally, we were able to use AppInfo to hold the images but the path doesn't work the same way when storing in the database. To fix this, we would have to do more research to figure out the proper way to pass images to the database and store them.

2) The layout, on some of the pages, is slightly misaligned at times. On certain devices, text and other elements aren't centered on the screen. This is due partly to time constraints. We weren't able to learn how to optimize the view for every Android screen size and instead decided to focus on making the application function properly. We also realized that even though the views look correct on the Android emulator, running the application on a physical device caused the views to be aligned differently. This could be fixed given more time to mess with the UI and optimize across all device sizes.

3) Our application allows the user to save the same sandwich over and over again from the library. Perhaps this isn't exactly a bug but if we had more time to refine the application more, we would have liked to implement a check to prevent the user from doing this. Additionally, the application allows the user to upload duplicate sandwiches to the database. We would have also liked to implement a check to prevent the user from doing this as well.

4) If the user closes the application while creating a sandwich, the sandwich that was in progress of being made will be completely deleted. Therefore, the user will have to start their sandwich all over again. We believe that this occurs because the data is not being saved when the activity is destroyed. Adding an onPause function to save the data into system preferences should fix this bug.

5) If the user presses the back button on the device while editing a sandwich, the ingredients will completely disappear from the sandwich. We are unsure exactly why this happens, but we have reason to believe that it has something to do with the AppInfo object that is storing all the data. For some reason, pressing the back button deletes this information. To solve this, we might have to do some more research on the life cycle of an activity. We tried to get around this error by calling the save function when the user pressed the back button but this did not fix it.

6) Loading a large amount of sandwiches on the homepage may crash the application. We believe this is happening because the phone doesn’t have enough processing power and overloads the phone. This could be fixed if we limited the amount of sandwiches a person could have in their list of sandwiches.

7) In the library activity, when the user selects a sandwich to open the info page, the library of sandwiches will shuffle, resulting in a completely different or reordered set when the user closes the info page. This is due to the activity being loaded again and since shuffle is within the onResume function, the displayed sandwiches will be changed. This can be easily fixed by loading the sandwiches from the library when the application opens and giving the user the option to shuffle with a refresh button.

8) Misc. UI Bugs: If the images uploaded aren’t square, the gridview looks a little funky since each item contains a square image. On the sandwich info page, the instructions textView does not scroll. This is because the textView is inside a scrollView and the hierarchy results in the touch being delegated to the overall scrollView. We could fix this with more research or perhaps changing the layout of the screen.