Accel-a-Sketch / Progress Update #1

Since our proposal, we've worked hard to figure out how the app should function, along with the design of the main activity. We have begun research into accelerometer access and use, for future implementation into the app.

Since we originally pitched the project, we have not changed many details around planned functionality, other than the elimination of one of our buttons – "Clear All," which would have erased the currently-displayed image. We've decided to replace the button with a simple "Shake to Erase" feature to make the app feel more like a classic etch-a-sketch. For a design layout, we thought to put buttons in the bottom corners of the display and make them resemble the knobs of an etch-a-sketch, in an effort to reinforce the familiarity of the classic etch-a-sketch feel.

There weren't any concerns from the initial proposal other than comments about the tutorial for the accelerometer. We've only just begun researching implementation of the accelerometer controls and having Android use them as a drawing tool.

The only "problem" that has arisen in the project, thus far, is our inexperience regarding the accelerometer controls. We are also unsure whether it's possible to have a button within the app to recalibrate the gyroscope so that the app knows what is flat and what is not. We've seen calibration options in old versions of Android (4.4) in the settings of devices as well as in other (non-Android) gyroscope systems, but don't know whether implementing such a button is easy, or if it'll throw off the entire Android system with other accelerometer controls such as rotating the device.

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