Gabe Chapel
Mobile Application Development
Project 1
Milestone 4

What went well?

I believe the overall functionality of my dice-rolling app went very well. The coding architecture was robust and performed the desired goal in an efficient manner. Programmatic animation and allowing the user to tap each die or shake his or her device to roll made for an intuitive user experience.

What did not go well?

Aspects of my app that failed to behave as expected include the appearance of the dice on an iPhone 7s and the performance of the slider to choose dice. When I added buttons to the storyboard, I set images to them, representing the dice. When simulated on the iPhone 7s, and only on the 7s for some reason, these images shrunk. The odd part about this is that the buttons remained the same constrained size, changing just the image. My only reasoning for this is that I needed to input these images in a different way than I did, but that is just a guess.

The slider was also not quite perfect, since I rounded the outlet values to integers. They would round half way between each integer value (from 1 to 6) and change the number of dice too quickly, displaying the incorrect number of dice for the slider position. This could easily be fixed by using a different object, as shown in the next section.

Revision Options

If I were to continue working on this app, I would first replace the slider with either a stepper or a picker. This would allow a restriction of only integer values, assuring the user how many dice he or she is choosing. A picker would be more preferable so a choice can be made more quickly.

To fix the 7s issue, I would try sizing the images differently or restarting the project on an iPhone 7s. I would also like to find a way to center the dice each time one is added or removed.

One student in class brought up the idea to include dice games on the app, which I had considered as well. To implement this, I would use a tab bar to switch between various games. This would look similar to the clock app on iPhones and Androids, which switches between different clock functions.