SE 494

Fall 2019

Portfolio Project Narrative Assignment

1) COMS 309 Project: Running Man

2) COMS 319 Project: Flash Bang

3) Personal Project: Storm

Design processes were all nearly the same within these applications. Flash Bang was a little different because it was a web application, while Running Man and Storm were both Android Applications. Design included lots of team collaboration (all projects had teams except for Storm) coming up with the UI and what was put into the front-end and delivered from the back-end was all part of the design process

1) **Running Man:**

Running Man was an Android Application developed entirely within the Android Studio IDE, I worked with a group of 4 other coders and used PostMan for HTTP requests to test front-end with back-end. For this project basically all we needed was Android Studio for the tools, considering it has its own debugger and android emulator integrated into the IDE. Skills needed was Java and XML, along with learning lots to do with the Android Studio IDE, and no one in my team knew how to use it so we learned a lot from youtube videos and other learning tools via the internet involving how to work with Gradle files and asynchronous run capabilities.

The Running Man app allows people to record any physical activity they perform and gives the option to share with your friends and request your friends to go for a run, swim, or whatever physical activity they want to perform.

2) **Flash Bang:**

Flash Bang was a Web Application that I also worked in a group of 4 other coders with. It involved having skills in Java, React, Javascript, HTML, CSS, and NodeJS. All of my partners had little to no experience in any of these languages so it was a large learning curve, but lots of fun learning how to implement. Only tools needed were Postman to mock HTTP requests and Visual Studio for the code editor IDE.

Flash Bang overall is just a flashcard app that allows users to trade and view each others flashcards. It was one of my first more simple projects.

3) **Storm:**

Storm was my own personal project that I worked on in my freetime that used the Android Studio IDE and a DarkSky.net API. Development was not so bad due to the fact that I had more experience with Android Studio thanks to Running Man. The API was free but only allowed me to use it 1,000 times a day. So if i sold the app, I would have to pay darksky.net a certain amount of money every time the users of Storm would pull over 1,000 API calls a day.

Overall Storm is a weather app and allows the user to see what the weather is based upon their current location. I also implemented cartoon effects like clouds or rain that would appear on the screen due to what kind of weather the user was surrounded by.