LOGBOOK

Entry	Date	Type	Title	Description
001	01/14/2014	Problem	Drawing is a long press	Making a drawing for more than 3s is considered as a long press at the touch beginning point. We need to detect if the finger has moved.
002	01/17/2014	Problem	Creating menu shape	There is no easy way to make a button the shape we want; we need to use a PNG image, xml shapes or path within the code. PNG approach needs to go with a way to detect transparency in the rectangular shape image. Xml shapes approach presents overlapping issues. Path in the code approach obligates us to do our own implementation of the button class.
003	01/17/2014	Information	Creating the marking menu widget	We will make a custom component in order to create an Android-UI styled widget. This allows future programmers to create a marking menu the same way they would create an Android button.
004	01/17/2014	Information	Following best practice from developer android	We will follow the best practices given by Google on their developer android web site: creating our own component extending the View class.
005	01/20/2014	Information	Method to draw the component	We've come up with a technique to draw our circular menu, we will use the Canvas provided in the drawing method to draw arcs and segments.
006	01/21/2014	Problem	Drawing too complicated	Our technique is too complicated; we need a better idea to draw our component in order to know which one will be marked.
007	01/25/2014	Information	New drawing method	We will simply draw circles and segments which would be rotated to obtain all of the items needed.

008	01/30/2014	Information	Drawing much simpler	We've found a sample code on touchmenotapps.com which is exactly what we were looking for. The menu will specify a radius and a thickness, thickness being the menu item!
009	02/03/2014	Problem	Drawing at one edge of the screen	Invoking the beginner menu at one edge of the screen will draw a part of the menu out of the screen.
010	02/05/2014	Information	Drawing at one edge of the screen	Invoking the beginner menu at one edge of the screen will draw it at the edge entirely and will move the press point's coordinates. We don't have depth limitations anymore.
011	02/09/2014	Information	Creating the data structure	We've come up with an idea to create data structure for the menus. One menu item could contain a list of menu items and the final user will have to create these objects in order to set his custom menu tree.
012	02/14/2014	Information	Reuse of the main class	In order to re use the main class we have created 2 menu items corresponding to the root and the current menu.
013	02/15/2014	Problem	Analyzing the pattern in expert mode	We need to know how many inflection points we have in the drawing in expert mode.
014	02/16/2014	Information	Pattern recognition in expert mode	We have decided to set up a threshold limit of 60° because we can have maximum 6 items by level. Thus users must be this precise in their drawings, if not they will be asked to do them again.
015	02/17/2014	Problem	A straight line can be a sub menu request	If a user chooses north east and then again north east, in expert mode this won't be recognized.
016	02/17/2014	Information	Popping up the menu in novice when analyzing drawing	When the analysis of the drawing leads to an item containing items we have decided to pop up the menu in novice mode to let the user continue his exploration.