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ATLS 4120
iPhone App
Milestone 4

Project reflection:

Reflect on your process both from the creative side as well as from the tactical side for this app. What went well? What didn't go so well? What would you do differently next time?

As a graphic designer by trade, I loved the process of designing up my own app. I did find that my goals for my app currently exceeded my experience and expertise to program them. It was originally my intent to create to round wheels and program them as pickers, but they were much more difficult to program than I originally realized. I designed up all the images to make them work, only to have to scrap them all for this project. I learned a lot about how to animate an app, and I do plan on designing the app with the original design I had in mind when I don't have a hard deadline to get it working and finished.

When I changed to using the UIPickerView supplied by app, the app was much more straightforward if not as graphically pleasing. Organizing four pickers and programming them all to function together was a little challenging, as was learning how to access the position of the app from an outside function. But overall I feel like the app is very easy to use and understand without needing outside direction or instruction. I feel like that it is something that a cook or baker could open and adjust with flour-covered hands, as I have done in the past.

Next time, I would do a bit more research into how to program what I wanted to create before I dove into creating it. Just because an app seems like a simple idea does not mean that the implementation will be equally as simple. As I said, I would still like to create this app as I originally intended in the future, but only after I have learned a bit more about animating in iPhone apps.