**Spike Plan**

**Name:** Load and Process Image From Camera

**Context:**

We need to load in images from the camera in to our application and save and process them.

**Gap:**

We need to learn how to access the camera from our app then display and process the image taken from it.

**Goals/Deliverables:**

Code for accessing the camera.

* Should be using the android intent system to call up the inbuilt app on the end users device
* Needs to save the full resolution image somewhere for loading later

Code for displaying images from the camera in our app.

* Just need to use the template card used to display the image from the gallery. Only difference is the source of the bitmap.

**Planned start date**: 28th March 2014

**Deadline:** 4th April 2014

**Planning notes:**

1. Add camera button to UI
2. Should be put into the action bar as per the [Android Design Guidelines](http://developer.android.com/design/patterns/actionbar.html)
   * This should be done so that implementation in to the final app is easier.
   * Should not add extra difficulty as resources are provided by the API for callbacks etc.
3. Make the camera button access the camera – using android intents system
4. Display the image taken in the app – by inflating the templates made by Jack
5. Save the image taken to the gallery