

PROJECT CLOSING REPORT				1 (6)
Author(s) LEON OELEN	File wow_pocketbuddy_project_closing_report_version_1.0		Version 1.0	
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PROJECT World of Warcraft: Pocket Buddy

PROJECT CLOSING REPORT VERSION 1.0

THE VERSION HISTORY OF THE DOCUMENT

VERSION No.	DATE	REASON FOR CHANGE	AUTHOR/ACCEPTOR
1.0	05.01.2020	Proofread and finalized the document	LEON OELEN
0.5	04.01.2020	Wrote the rest of the chapters	LEON OELEN
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PROJECT CLOSING REPORT				2 (6)
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LIST OF CONTENTS

1. THE DESCRIPTION OF THE PROJECT	2
2. THE TIMETABLE AND RESULTS OF THE PROJECT	3
3. GENERAL EVALUATION OF THE PROGRESSION OF THE PROJECT	4
4. THE EXPERIENCES OF THE USED TOOLS AND METHODS.....	4
5. PERSONAL EXPERIENCES AND LEARNING	6
6. SELF-EVALUATION OF THE STUDY MODULE	6

1. THE DESCRIPTION OF THE PROJECT

This project revolves around the massively multiplayer online role-playing game (MMORPG) called World of Warcraft. This game was released in November 2004 and still has millions of active subscribers as of today. Since its initial release, Blizzard Entertainment (now Activision Blizzard) has released eight major expansion packs with massive updates to keep the player base engaged. As of today, there are dozens of websites and other external platforms providing players with guides, in-game resources, as well as custom data analysis to allow players to maximize their character's performance.

As a result of this vast amount of available information online, players can feel a bit lost and find themselves unsure what information to rely on. The goal of this project was to develop a mobile application based around this endless amount of available information in an attempt to put a lot of it in one place.

In order to achieve this as a one-person team, a lot of knowledge about the game is required. The developer of this project has been an active World of Warcraft player since 2005 and has played the game at various skill levels, including the very top. Another important step was to identify which resource guides are the most reliable and find out which platforms are the ones that players use the most.

PROJECT CLOSING REPORT				3 (6)
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In terms of developing the project, the initial task was to develop the skeleton of the UI. There is a limited amount of functionality in the app itself, and the highest priority was a clean, slick, and clear UI. The next step was to handpick what information will be shown and from what source. The final step of the development included the functional aspects of the application.

2. THE TIMETABLE AND RESULTS OF THE PROJECT

Week	Objectives and results
1	Learning the basics of the Flutter framework
2	Developing the skeleton of the user interface
3	Adding resources to each unique World of Warcraft class
4	Looking into and planning the functional aspects of the application
5	API integration; allowing users to search for their characters
6	Database development; allowing users to add their characters
7	Changes across the board and code cleanups
8	Finalizing the application

The development of this project and its stages were quite linear. The initial goal was to learn and understand the fundamentals of the Flutter framework, followed by the development of the user interface. Resources were then added to each unique World of Warcraft class, including redirects to useful, external sources. Finally, the functional aspects of the application were planned out, and allows users to search for and store their World of Warcraft characters. The final stages included changes across the board, cleaning up the code, and finalizing the application.

PROJECT CLOSING REPORT				4 (6)
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3. GENERAL EVALUATION OF THE PROGRESSION OF THE PROJECT

The final product is similar to what was originally planned. The only deviation exists in the API usage; the original plan was to use the official Blizzard API, while the end product uses the Raider.io API. The Blizzard API turned out to be more complicated to work with than originally anticipated, so the decision was made to switch to a different API.

This decision may affect the end users in a way that they may not be able to find their characters through the search function unless their character is at the maximum player level and has participated in some form of end-game content. However, many players take part in this type of content, and the target group of this application includes players who are already at the maximum player level.

Even though the app in its current state is quite simplistic in terms of functionality, it has an appealing user interface, includes useful informative guides, links, and provides the user with fast performance and the opportunity to learn a thing or two about the game that they may not know yet. The application has the potential to evolve into a bigger platform that players may find themselves using on a regular basis.

4. THE EXPERIENCES OF THE USED TOOLS AND METHODS

Several tools were used in the development of this project, and they will be described below in the order of relevance.

Flutter

Flutter is a UI toolkit created by Google to allow native compilation of applications on both Android and iOS from a single codebase. It uses the Dart programming language, which was also developed by Google. It shares

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similarities with JavaScript and therefore is accessible by many web developers.

Visual Studio Code

This is the best friend of many developers as it supports hundreds of programming languages and has thousands upon thousands of installable extensions that may be useful for developers. This was no different for development with the Flutter framework, as it made the job a lot easier with the help of these extensions.

Android Studio

While the development of the project was fully done in Visual Studio Code, an installation of Android Studio was required in order to allow Visual Studio Code to run an Android Emulator, essentially a virtual phone, to run the application and to reflect the code changes on the screen.

sqflite

sqflite is an SQLite database package optimized for Flutter. This package allows developers to integrate a database to their mobile application, which will allow users to store data. It also enables the CRUD-functionality of the data; create, read, update, delete.

GitHub

GitHub was used for version control. It is an important tool for developers as it allows them to store different versions of their work online, as well as access the full history of each file through the development stages. This tool also allows multiple developers to work on the same project without having issues with versioning.

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5. PERSONAL EXPERIENCES AND LEARNING

LEON OELEN – Personal note

I have learned a lot during this project. It was a solo project, so all the workload was on me and I could decide where I want to take this and what I want to get out of this. It is easy to limit yourself to the simpler tasks, but it is good to challenge yourself a bit as well. I generally very much enjoy working with UI/front-end business, and I am happy with the way the application looks. I am not the strongest functional programmer, but I still managed to get two vital parts done which are crucial in any application: APIs and databases. I had also never worked with the Flutter framework prior to this project and I had never used the Dart programming language before. The current state of the application is simple, but it has the potential to grow into something that may actually be very interesting to the World of Warcraft player base.

6. SELF-EVALUATION OF THE STUDY MODULE

LEON OELEN – Self-evaluation

Overall, I have learned a lot of new things and I managed to keep a decent timetable and schedule for this project. Even though a lot of the documentation was done towards the end of the development of the project, I feel like I managed to document it quite well. If I had to give myself a grade, I would give myself a 4. This is mostly because I feel like I could have challenged myself just a little more, given all the time that I had to develop this application. I am very pleased with the end results, and I can only imagine how nice of an application this would be if it were developed with a 4-man team.