

# Kandu

Location Based Fun

# Project Overview

- What is *Kandu*?
- Why did We choose this application?
- What was the goal?
- What did We end up accomplishing?



# Team Organization

- Chris Payne - Documentation, Process Management
- Madison Solarana - Coder, Team Lead
- Tyler Morrow - Coder, UI Designer
- Stephen Schwartz - Documentation, UML Modeling

# Tools Used

- IDE: Xcode 4.2.1, Instruments 4, & iOS 5 SDK
- Platform: iOS 5.0.1
  - Foundation, MessageUI, MapKit, CoreLocation, UIKit, & CoreGraphics Frameworks
- Testing: SenTestingKit (OCUnit)
- Modeling: Microsoft Visio 2010
- Version Control: Git + GitHub





# Lessons Learned

- Language Choice -
  - Android, Eclipse, & Java
  - Emulator vs. Simulator
- Start Implementation Earlier -
- Location/Activity Data-Mining -
- Analysis of Tools Available -
- UI Design Time Constraints +
- GitHub and Team Collaboration +
- Integrated Platform Tools +
- Linear Quality of *Kandu* +

# Dealing With Issues

- Git & GitHub
  - Commit Messages
  - Code Review
  - Branches & Local Repositories
- Email
- LLDB
- Clang Static Analyzer & Instruments



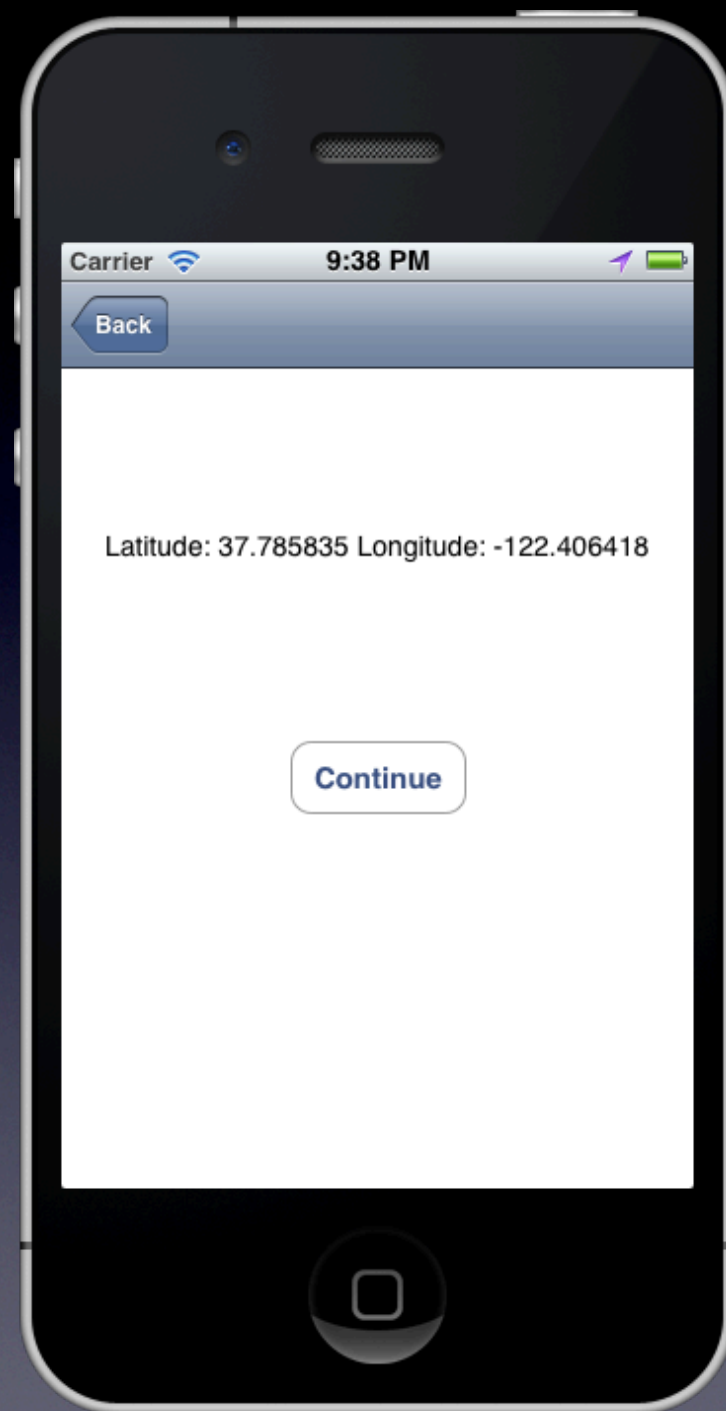
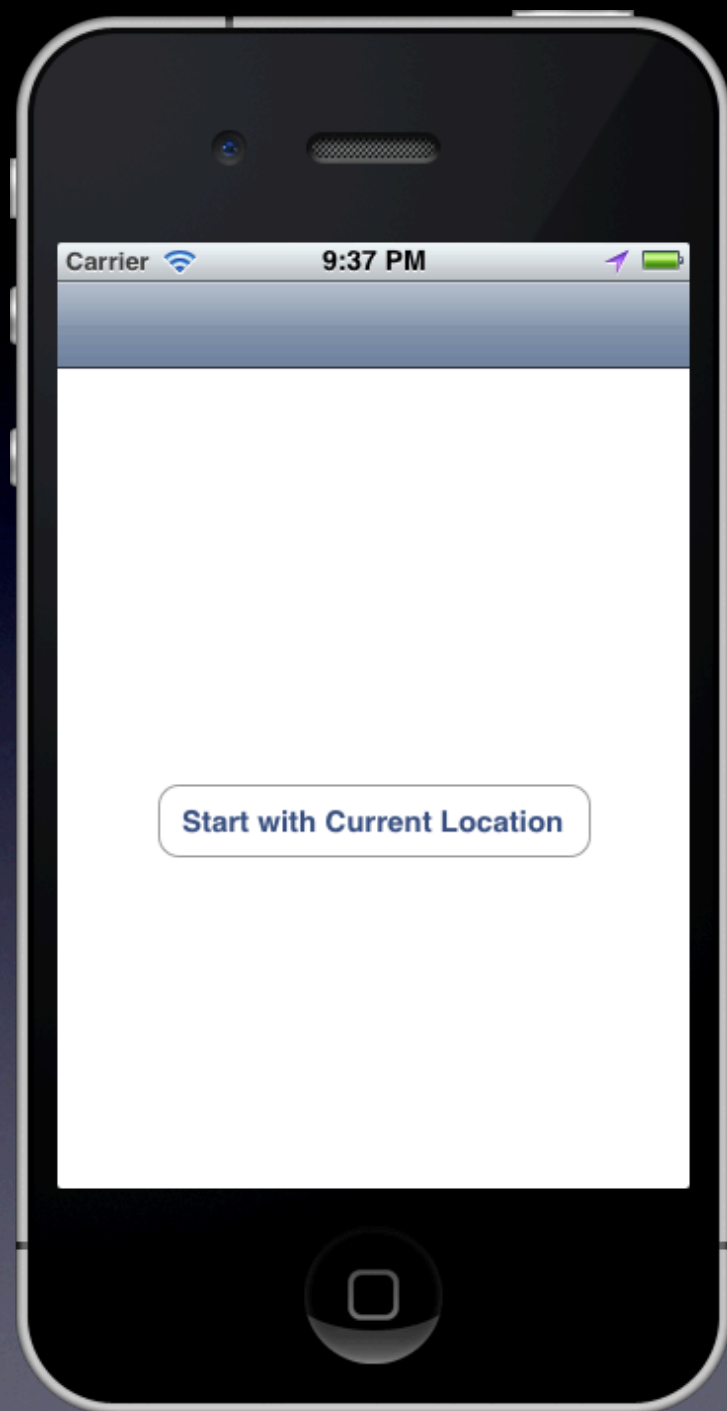
# Next Time

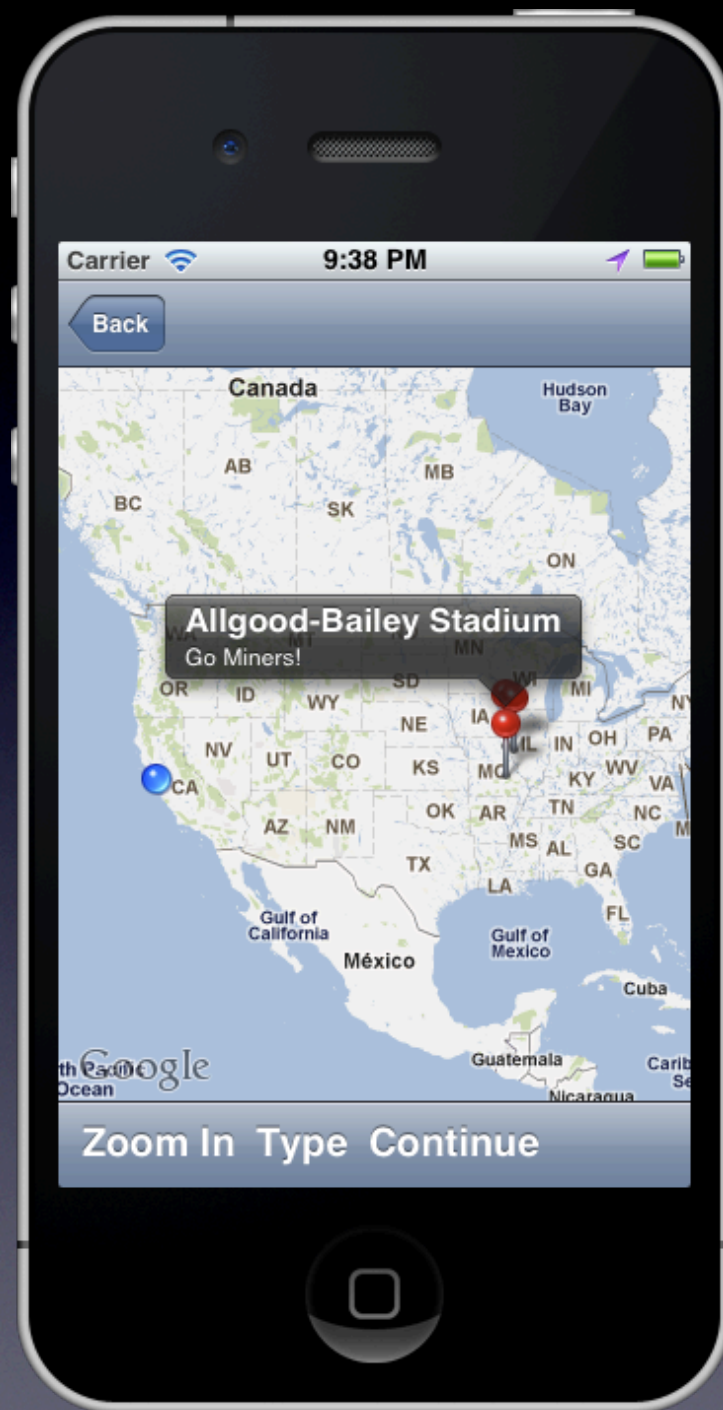
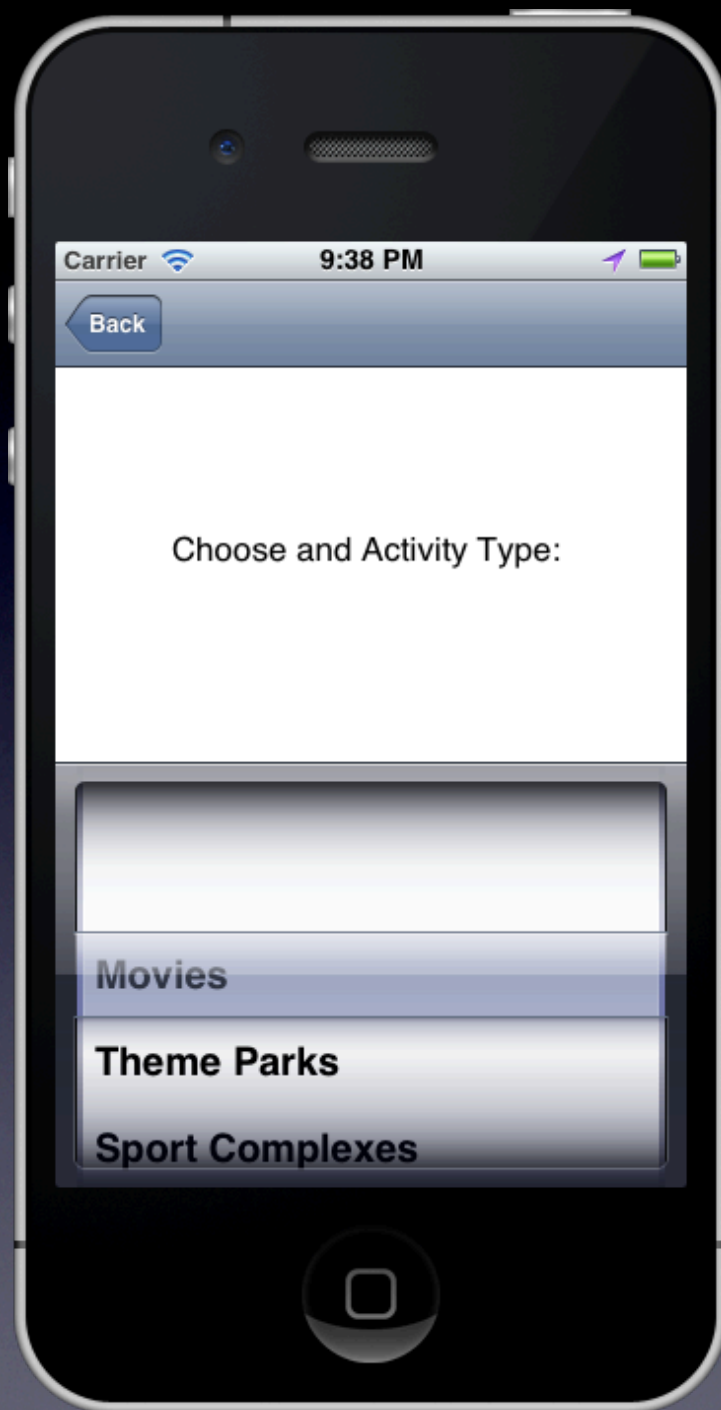
- Database & Server Architecture
- Save Functionality
- Increased Concepting & Idea Refining
- UI Design Tools & Resources
- Gantt Chart
- Social Networking Tie-in

# Kandu Walkthrough

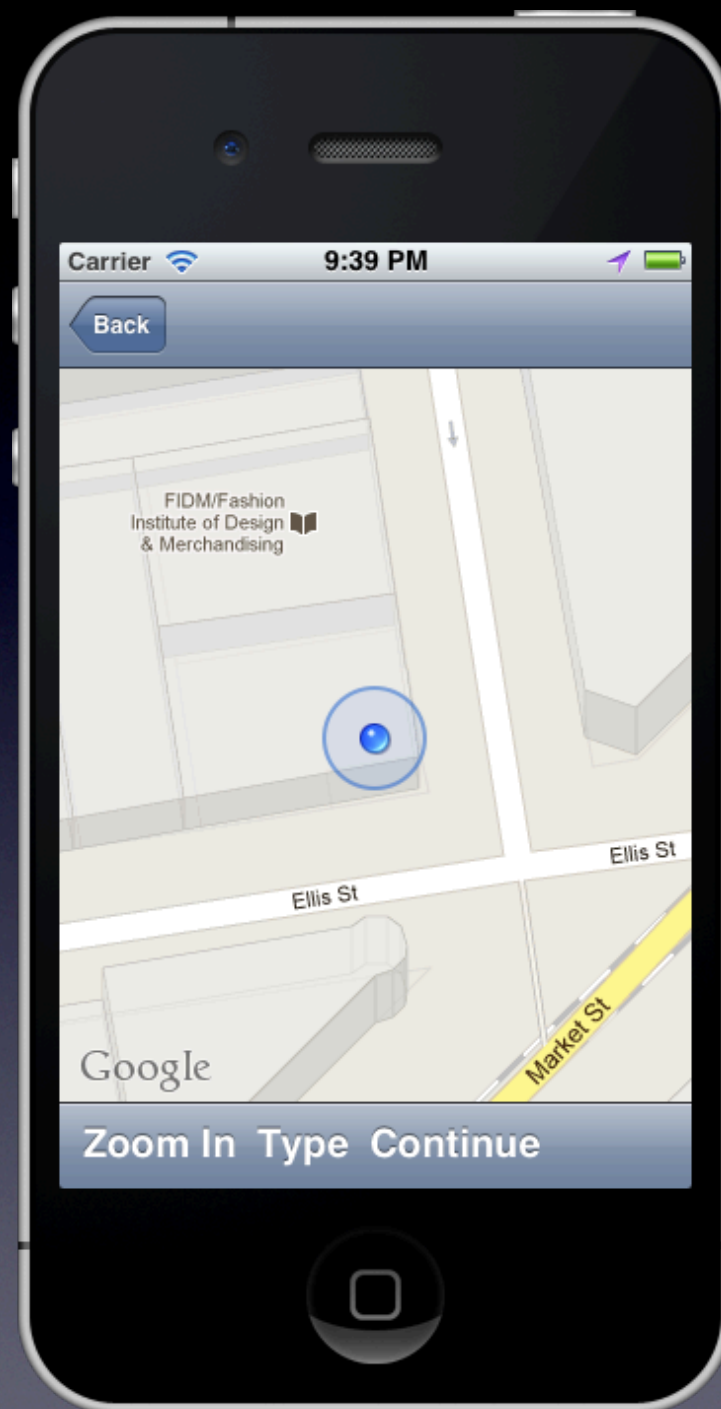
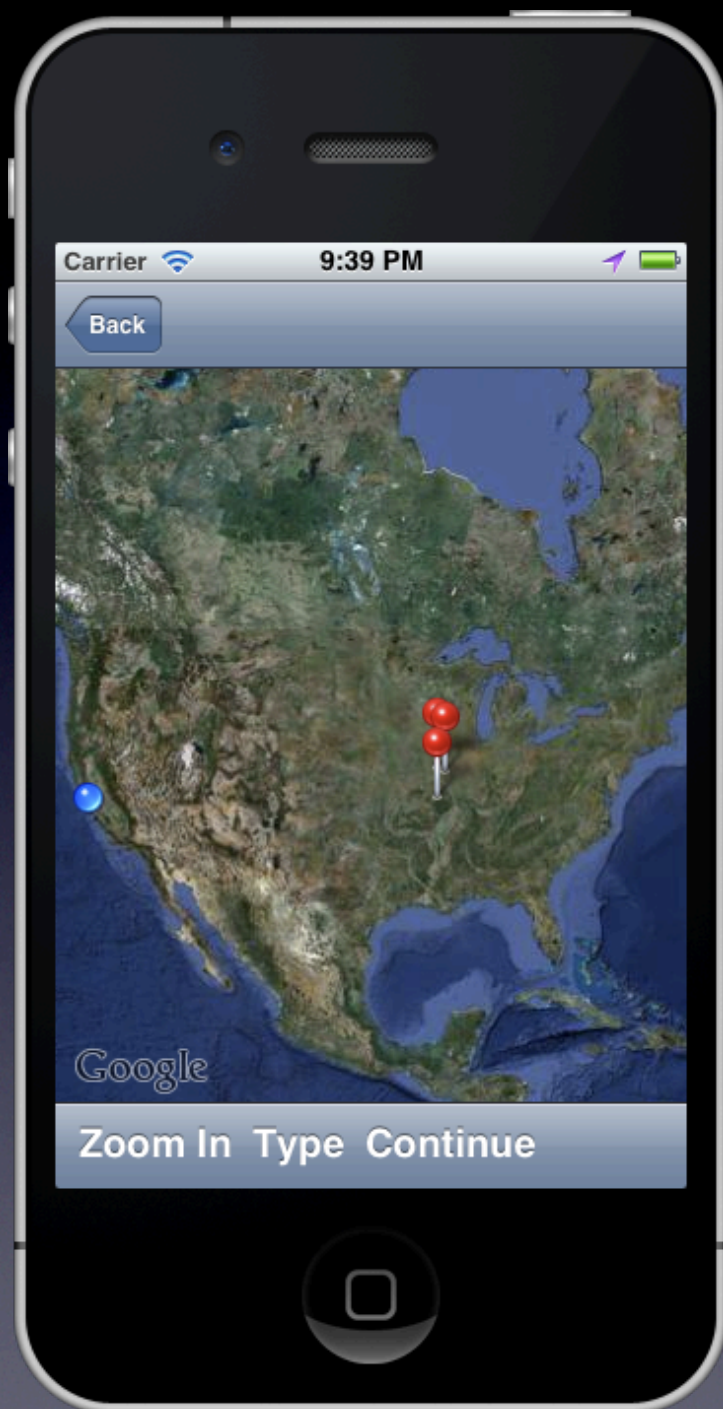


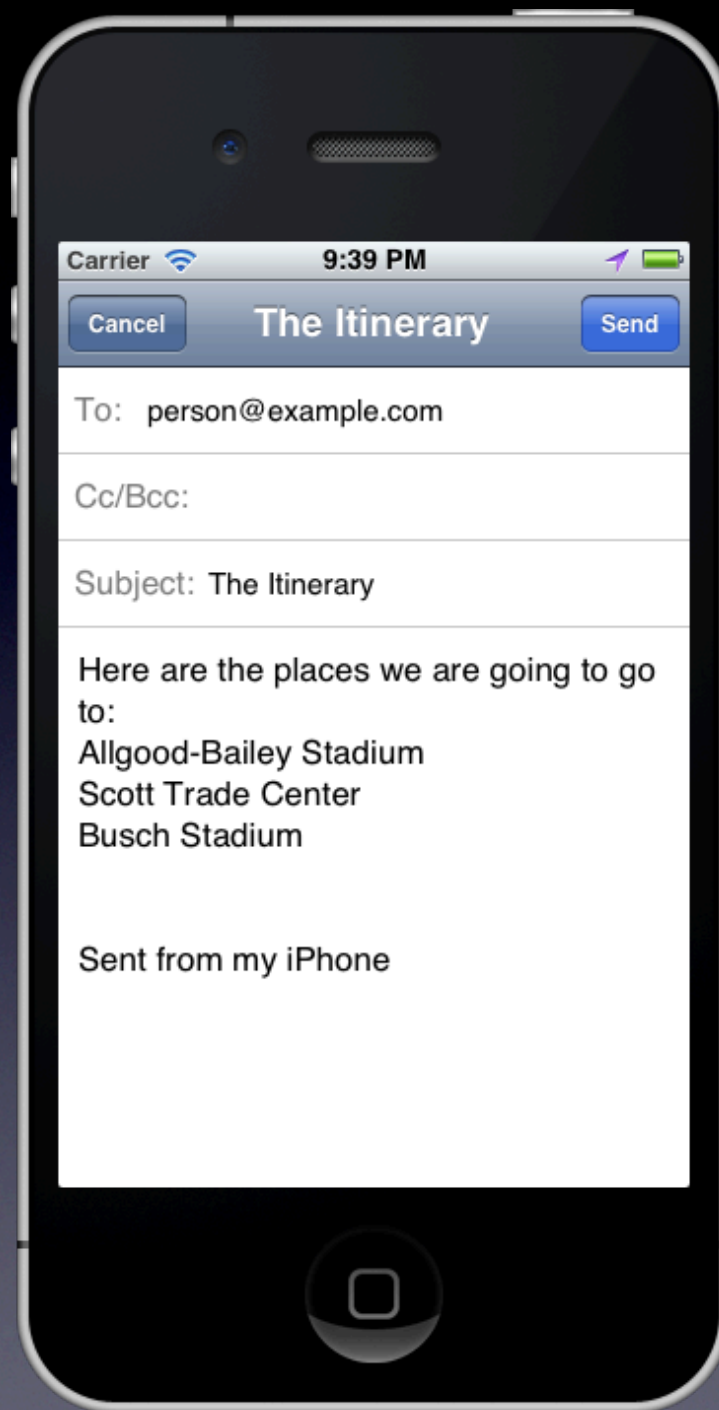
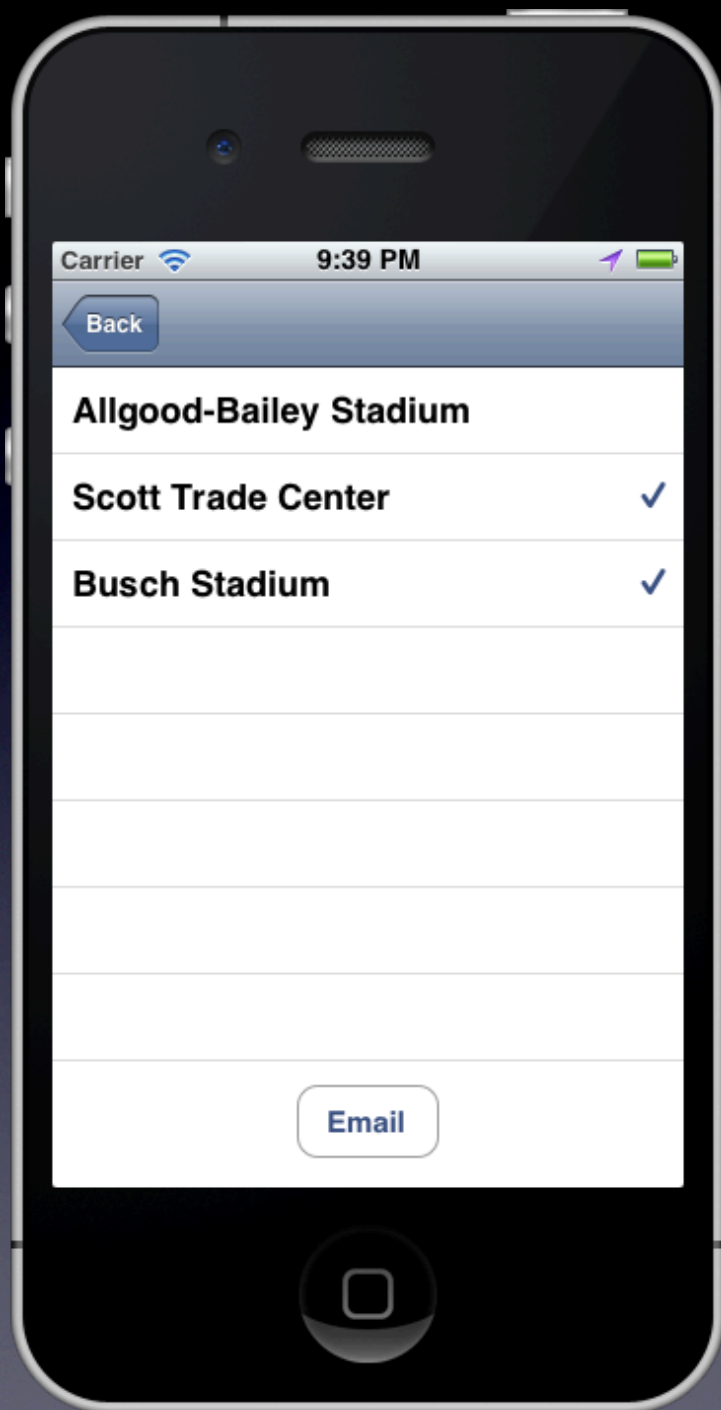














# Questions?

