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, Ul Designer
- Stephen Schwartz Documentation, UML Modeling

Tools Used

IDE: Xcode 4.2.1, Instruments 4, & iOS 5 SDI

Platform: iOS 5.0.1

Foundation, MessageUI, MapKit,
 CoreLocation, UIKit, & CoreGraphics
 Frameworks

Testing: SenTestingKit (OCUnit)

Modeling: Microsoft Visio 2010

Lessons Learned

nguage Choice -

Android, Eclipse, & Java

Emulator vs. Simulator

art Implementation Earlier

cation/Activity Data-Mining -

nalysis of Tools Available -

- UI Design Time +/-
- GitHub and TeamCollaboration +
- Integrated Platform Tools +
- Linear Quality of Kandu *

Dealing With Issues

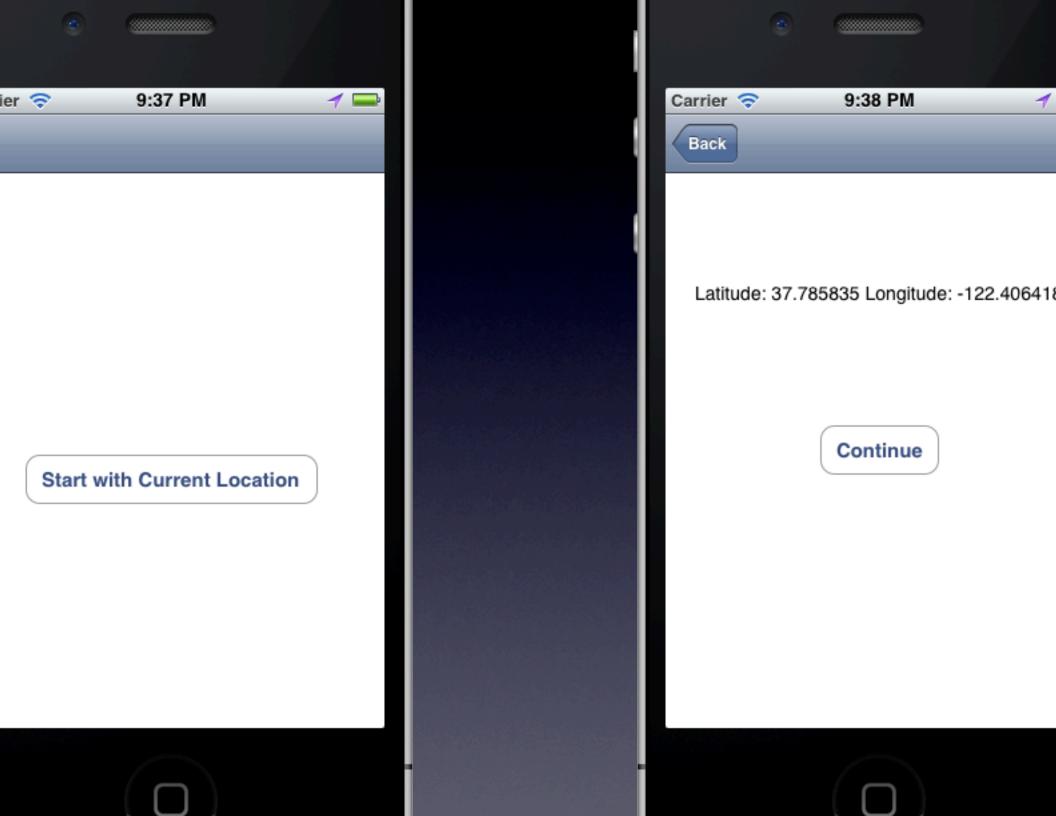
- Git & GitHub
 - Commit Messages
 - Code Review
 - Branches & Local Repositories
- Email
- LLDB
- Clang Static Analyzer & Instruments

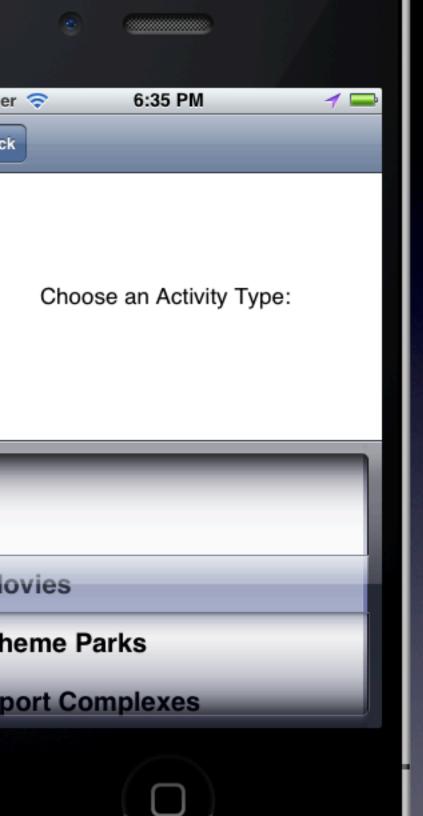
Next Time

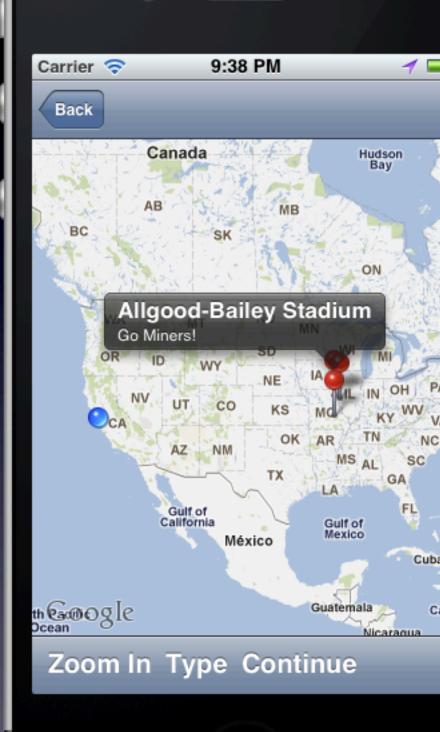
- Database & Server Architecture
- Save Functionality
- Increased Concepting & Idea Refining
- Ul Design Tools & Resources
- Gantt Chart
- Social Networking Tie-in

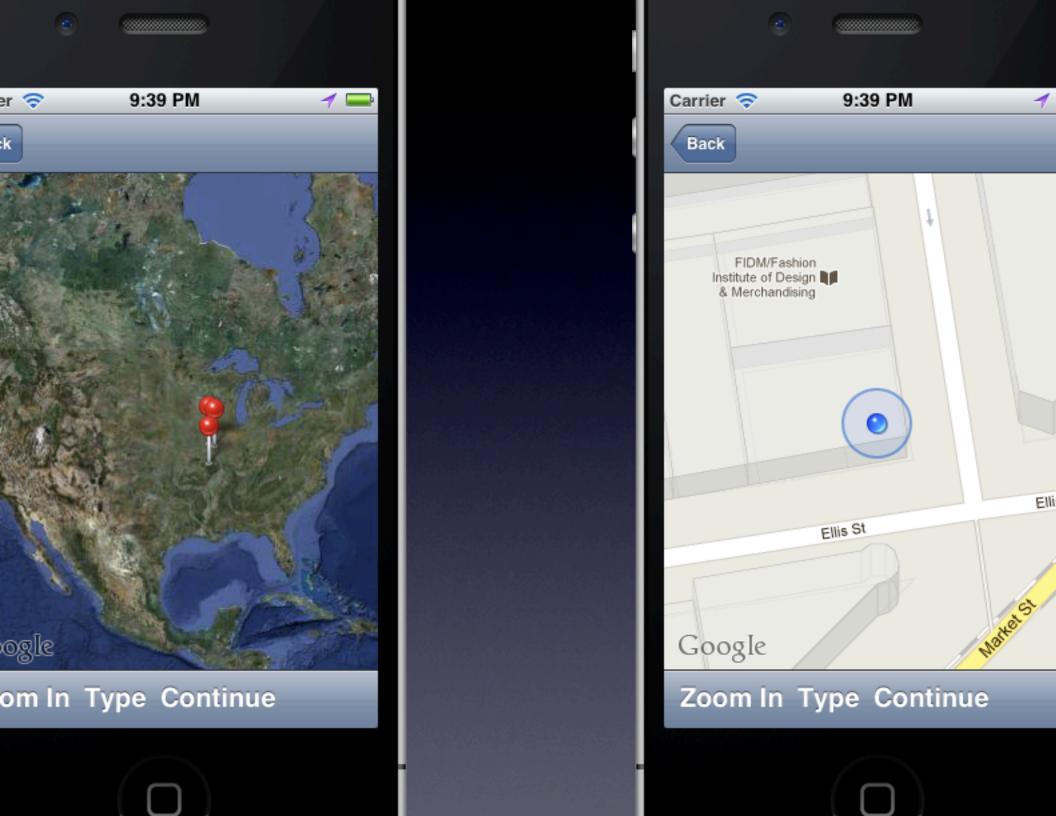
Kandu Valkthrough

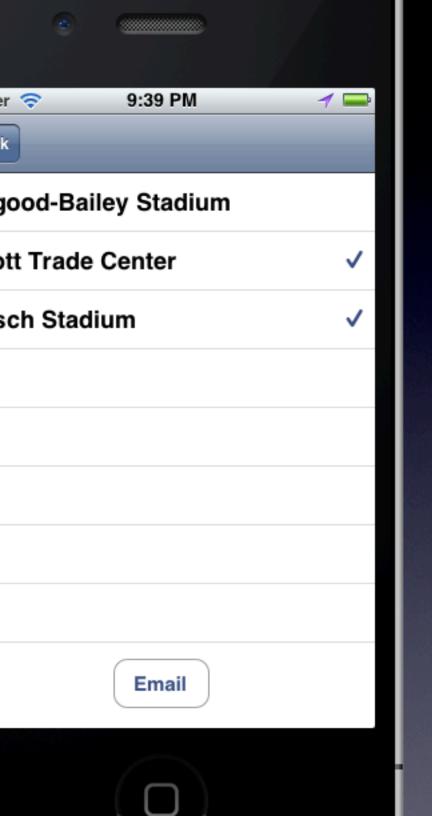


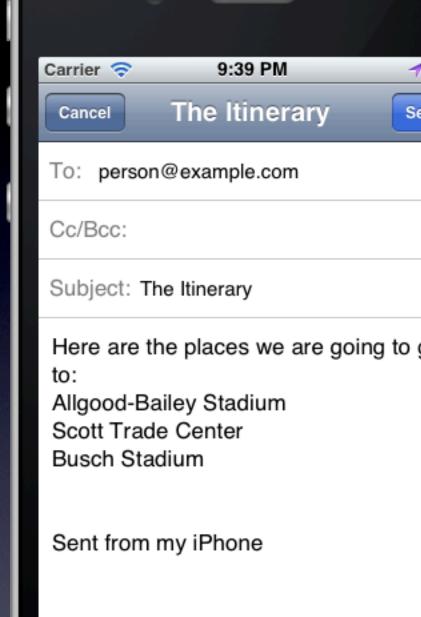












Questions?

