Timeline of events

Date:

11/19/2015 (Thursday)

-General Introductory Meeting with group

-Individual skills are discussed

-Talked about potential ideas and roles

Goal: Meet with the group for the first time

11/22/2015 (Sunday)

-Got the tip calculator up and running on android studio

-Met with Julian for further consulation

-Idea is solidified

Goal: Get tip calculator set

11/23/2015 (Monday)

-Further role assignment

-Minimum and stretch goals are discussed

12/3/2015 (Thursday)

-Actual work on the app is started, Ivan and Salem create the first Timer

Goal: Begin coding the app and finish timer

12/4/2015 (Friday)

-Button functionality and design is incorporated into the app

-Basic pushbuttons and slider tools are thrown into user interface

Goal: Finish distance function (Goal unmet at this point)

12/5/2015 (Saturday)

-Group abandons individual roles to focus on Location and GPS together

Goal: Speed functionality (Goal unmet at this point)

12/6/2015 (Sunday)

-Location and GPS tracking are finished on the app

-app now desplays current latitude and longitude, while giving distance from new york city

12/7/2015 (Monday)

-General meeting to discuss functionality of location services

-General maintenance on the app is done

-The ability to change milage units at runtime is incorporated successfully into the app

Goal: Have location services finished by this date (Goal met)

12/8/2015 (Tuesday)

-Save functionality is incorporated successfully into the app

-User can now save account preferences for later use

12/9/2015 (Wednesday)

-Online database for storing of records and user accounts is finished

-Progress Bar shows distance traveled until finishing

-Presentation slides are being worked on

-app updates location with every push of the start button, however, it does not refresh automatically

Goal: Finish saving function

12/10/2015 (Thursday)

-Main screen front end display is finished

-Distance services are near completion

12/11/2015 (Friday)

-Group abandons individual roles to fix any loose ends in the code together (distance tracking and progress bar stopping)

-Video is filmed and edited

-Distance is finished

-Front end patterns are done and app style is finished

-App does not crash upon loading

-App refreshes location automatically and incorporates distance into the progress bar