

Android Art @ GV

Prospectus

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Prospectus Report

1. Purpose

“Art at GVSU” is currently available to apple mobile products, iOS devices. It has been a success thus far and the GVSU art gallery directors are looking to implement an Android based version as well. We will be in direct contact with Nathan Kemler and his colleagues throughout the development process.

We will be working as a group to recreate the Apple application successfully for Android mobile devices. The Android app will have the same features as the current iOS version, which are listed below in the description of the project. Improvements and added features will be made if time permits. These features would include a QR code scanner which is set up for each art piece and also user comments.

2. Description

The development factors may be derived from the following:-

- Recreation of Apple “Art at GVSU” application on for Android.
- 10,000 Current pieces of art
- Integration of full social media/networking
- Geo-locations for artwork
- Customizable favorite list
- Works through WiFi

3. Technical Growth

As individuals, we each have strengths that can be applied to this project and weaknesses that may need extra research to overcome.

Aaron Merritt is a very organized and detail oriented. There is a strong interest in the actual code and developing process, trying to be as creative as his knowledge will let him be. He is willing to work harder than normal if necessary in order to make a better product. The limitations for this project will be a lack of knowledge of Android development. He has had no interaction with Android development whatsoever. Everything that he does throughout this project will be completely new to him as far as development goes.

Mark is best in dealing with the planning and coding of the product itself. He is a very strong coder, and foresees issues long before they crop up. His planning skills should help

the team work more efficiently in the developmental process, and his coding skills will help bring a more finished product, much sooner. He has no prior experience with Android or iOS development, but is able to pick up new languages and environments quickly. His excitement for learning knows no bounds!

Jon is very comfortable when working with XML formatting. He has worked with parsing and re-writing XML extensively in C#. This strength will help with data abstraction and storage for each detailed piece of artwork within the database. He is also visually creative and enjoys working to satisfy customers with a friendly user interface. He considers himself to be fairly organized and driven to deliver only satisfactory software and products. It will be a new process for him, designing and developing for Android devices but, he is excited to research and learn the material. In addition to having no background in Android development, he has also never owned or used any Android device.

Finally, Sari is strongest with system development in terms of the project request as well as the project implementation. This skill should help us with the organization and the development of our code. Because Sari is so familiar with this aspect of the project, we hope to avoid potential problems that may occur. This skill will also help us keep a steady pace. Like the others, he has no previous experiences with Android development.

As a group we plan to learn and become proficient in Android development. No one has had much experience with gitHub either, so this will be a learning experience once code is uploaded and we come to assign errors or bugs to one another. We feel comfortable in our coding knowledge but must translate this to all Android devices. Our team unity is strong and we all have a strong desire to learn new skills. This project will both test our abilities to learn new material and interact in a business environment.