Major Features and Screens:
- The Login Screen
  - Enter username that will be displayed.
  - The "reset" button deletes all data from the dataset. This is used for testing of the SQLite. Note that there is dummy data from a json that will be loaded, so you'll only delete bulletins that you created. This is not final, I left it because it helped me and you basically have to look for bugs too.
- Map
  - Main Screen
  - Displays your location and nearby bulletins. Currently there are only four total bulletins, all on oxy's campus
  - Tapping on the markers brings up a description of them. Tapping on that will take you to that bulletin's page.
- Bulletin Board
  - A ListView display of the bulletins for that location
  - The icon corresponds to the type of bulletin it is.
  - The floating action button allows one to add bulletins to that location
  - Tapping a post will bring it up in more detail
- New Post
  - The screen to add new posts. Two editTexts allows the user to write a title and post
  - Five Radio buttons let the user chose a post type.
  - Note that upon return the bulletin board the post listview won't update with the post (despite me calling adapter.notifyDataSetChanged().... grumble). If you click out then back to the bulletin, it'll be there.

Optional Features:
- 15 pts - GPS
  - I used maps and markers on the map as well as location tracking in my app. There are currently four preset markers.
- 20 pts - Data storage with SQLite
  - I used internal storage using SQLite to store data. I also used a json for some dummy data if there's no data yet (which there isn't). Test by changing your username, making different types of bulletins, make them at different markers. Note the reset button on the login page.

Usage:
You are currently able to post to any bulletin no matter your distance from it. I am calling this a design choice because I live off campus and I otherwise wouldn't be able to post to the bulletins while I work haha.