

How To Run:

1. unzip project
2. open project in IntelliJ
3. run in an emulator running at least Google APK 4.3 that has Google Play Services installed.

User Assumptions:

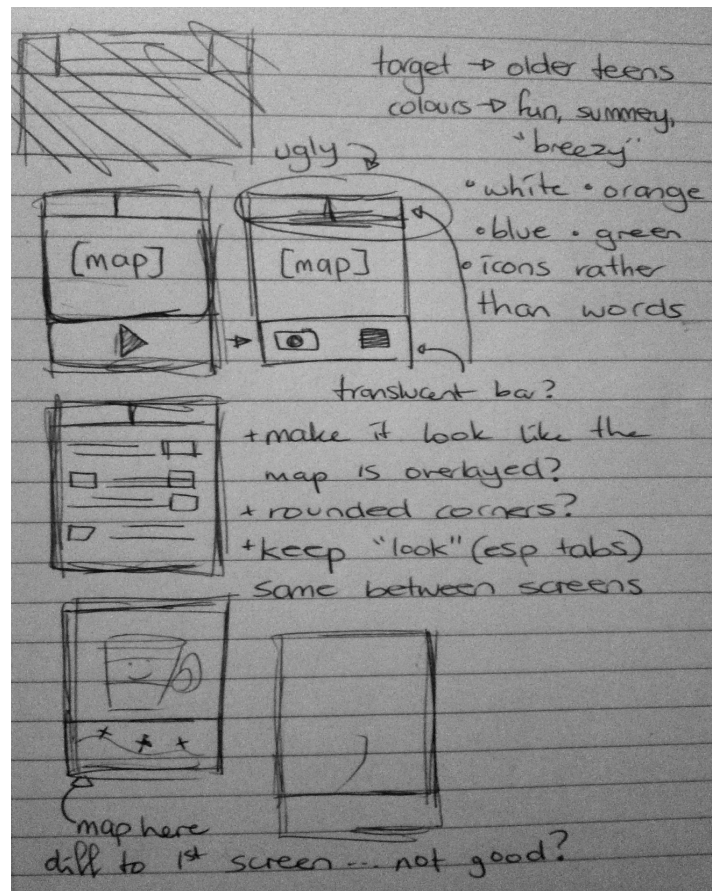
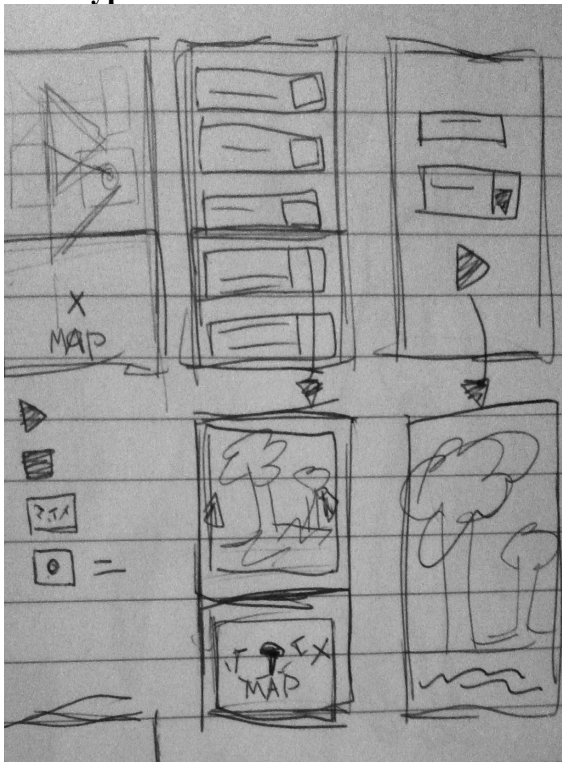
I thought about two possible target audience for this app: older teenagers/20-somethings who go on small adventures (road trips, day trips, beach days, theme parks, etc) with their friends, and people going on holidays in general. I decided to go with the teenagers as my target audience, as they tend to be first in line to download new photography apps.

Design Decisions:

I originally tried to brainstorm a design that was "breezy" and "fun", using colours like orange, blue, white and yellow – "beach colours" – but it seemed a little young for my target audience. I ended up changing my colour palette to white and teal, with black and gray text, for a slightly more sophisticated feel, and used clean borders and serif font to keep the app looking elegant. I changed the tab indicator and the action bar to teal as well, to keep the colour theme throughout the app.

I also originally was just going to have discreet image buttons instead of text buttons. I still think that might have looked nicer, but I had some issues with getting the buttons to be the right size, so I changed my original idea and made the buttons the focal point of the app, making them large and colourful to grab the user's attention.

Prototype UIs:



Classes:

Activities

- actJourney:
 - handles the activity. Most of the location and all the google play services and camera checking code is from the android developer website, the tab code is from <http://www.linux.com/learn/tutorials/761642-android-app-development-for-beginners-navigation-with-tabs>.

Fragments

- fragJourney:
 - handles the first tab's UI and functionality. Map and camera code is taken from the android developer website, I wrote the rest.
- fragList:
 - handles the second tab's UI and functionality. Most of the viewflipper code is from <http://javatechig.com/android/android-viewflipper-example>, the image creation code is from StackOverflow, the long click/context menu code is from <http://www.mikeplate.com/2010/01/21/show-a-context-menu-for-long-clicks-in-an-android-listview/>, I wrote the rest.
- fragSlideshow:
 - handles the third tab's UI and functionality. The viewflipper and image code is from the same places as fragList's code. The spinner code is from the android developer site.

Database Classes

- tblJourney:
 - holds data for a journey, I wrote all of this.
- tblPoint:
 - holds data for a point, I wrote all of this.
- tblPhoto:
 - holds data for a photo, I wrote all of this.
- MySqlHelper:
 - holds all the sql commands. Code adapted from <http://www.androidhive.info/2013/09/android-sqlite-database-with-multiple-tables>.

Misc

- journeyHolder:
 - holds the list UI elements for the row. Code taken from previous projects.
- JourneyAdapter:
 - adapts a journey into a filled UI row. Code taken from previous projects.
- bitmapWrapper:
 - was going to be used for resizing and dealing with images. Code taken from the android developer website.
- MyListener:
 - deals with tabs. Code from <http://www.linux.com/learn/tutorials/761642-android-app-development-for-beginners-navigation-with-tabs>.
- styles.xml:
 - not a class, but handles the styling of the action bar and tabs. XML code and drawables generated from <http://jgilfelt.github.io/android-actionbarstylegenerator>.

App Testing:

Tested on an Xperia P and and emulated on a Nexus 5