Margaret Ann Bolick -- GUI Designer #1

As GUI Interface Person #1, I came up with preliminary designs for our application. I was responsible for teaching myself XML and designing the Home Page, Background Information Page, Select a Category Page, History Page, Sports Page, and Arts and Museums Page. I also helped search for locations for each category and created 8 of the separate XML files for the locations. On the advertising side of the application, I created the script for our wonderful short film and was featured as Actor #2 (I created the reindeer video). I also wrote the front end and summary part of ProjectDocumentation.doc.

Samantha Chua -- GUI Designer #2

I contributed to the brainstorming of our application. I was responsible for learning how to use Android Studio and code in XML. I contributed to the set of destinations we listed in the app. I created the Redirect Menu page and the template for the Location pages as well as ten of the individual location pages. I also made the PowerPoint for our application and featured in the video.

Yash Agarwal - Team Leader

As Team Leader, I was responsible for organizing our group and making sure everyone was on the same page. This involved scheduling brainstorming sessions, taking minutes at these meetings, and checking in with each individual to make sure each part of the app was coming along smoothly. I created the ProjectTimeline.doc for our group, researched the chosen locations, wrote blurbs about these locations, and directed and edited our video. I was also responsible for researching the Google Maps API and creating 9 XML files using the template created by Samantha Chua.

Melissa Garcia - Interface Designer

I was responsible for creating the Github repository and helping the other team members use it properly. I was also responsible for debugging, testing and troubleshooting the app and making sure that the app ran smoothly without crashing. I also added some small functionalities to the app such as coding the behavior of the back and menu key.

Jeraldin Guerrero - Processing Designer

My role as Processing Designer was to handle the back-end part of our app. In order to be able to code the functionality of the app, I had to familiarize myself with Android Studio and learn what the necessary components of an app are. This involved reading the documentation for common methods used in an app for example, the onCreate method, and also reading the documentation for the Google Maps API to be able to implement it into our app. Overall, I was responsible for writing the code for all the pages and the API along with Melissa Garcia’s help in finishing the rest of the functionality.