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Final Project Report

For my project I wanted to build an app that would give the user the sense of being the audio director at Dodger Stadium during one of the games. I worked on this app entirely alone. Along the way I learned a lot of things about app development. Mostly I strengthened the foundations that the previous projects had given me. It is one thing to make an app from a textbook and it is another to make one from just your imagination. I found the process to be very satisfying. One of the things I learned the most about was dealing with audio in Android and saving state information so that user decision can carry over between activities. Despite this, there are some things that I would have liked to have been able to complete. One of which is that the sound from audio button I implemented in the main menu does not carry over when you start up another activity. As such, you cannot play sound effects over the crowd itself. I also would have liked to implement an actual way for displaying all the other stats I intended to be in the app, instead of just having the app open a link in the default browser to the appropriate website. This is still something I might pursue in the future to keep sharpening my skills. In fact, at your suggestion, I might try to create a program that scrapes sources online for information. I have never made something like that, and I think it could be a fun experience.