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Device Name: Nexus 7 - Hoppip

App Title: Android Bucketlist



Instructions:

1. Add an Item

Tap the floating action button at the bottom of the screen, fill out all the fields and tap the save button to add a new item to your list.

2. Edit an Item

Tap the title of an item, edit the fields you want to change and tap the save button, to edit an item in your list.

3. Mark Item as Finished

Tap the checkbox on an item's left to mark this item as finished. It will be sorted at the bottom of the list. Tapping it again, will mark the item as unfinished.

*No additional information is necessary in order to run our app

Lessons Learned:

The lessons we learned were primarily focused on the structure of a typical android app design. Both of us had never designed an app before so the Activity/Intent structure was brand new to us. More specifically we learned how to pass information from one activity to another using intents and how to handle that visually using an adapter. We learned what a recyclerview was and how to manipulate it to select specific items.

On top of this we were also learning how to navigate the Android Studio IDE and how to use it in tandem with Git. This included understanding the proper workflow for generating new branches and pushing from within the IDE.

Aside from hard skills we also learned a few lessons about User Experience. Initially we created our activities without caring about our margins or anchoring. This meant that our app ended up looking inconsistent which is something a consumer would undoubtedly notice. On such a small screen, mobile apps have to capitalize on every design detail. Testing the app, we also realized that the checkboxes we included to mark an item as finished were a little too small to precisely tap them, so we made some adjustments to their size.

In summary, we learned that, despite having experience with Java and programming in general, there are several things about mobile development that have to be taken into consideration: Namely scale, activity communication, and graphics.