App write up

* Began the app based on the wireframes developed on Mockingbot.com.
* Talk about the layouts, built-in Android functionality, etc.
* Adding a local SQLite database
* The Diary and food database utilising the Nutritionix API (using the Volley library)
* Graphs and pie charts from the MPAndroidChart library
* Adding the Unity game – problems with this and how the project has been adapted to work around this problem
* Setting goals
* Feedback
* Small user study based on convenience
* Feedback from study included
  + Look of app needed to be improved
  + Diary was a bit cluttered
  + Needs to be made clearer what the HUD is displaying
  + Be good to know when food is being inserted / removed
  + Be good to show the nutritional content on the home page and show a bit more info on the homepage
* Based on feedback, made the following improvements:
  + Implemented Toast messages, which appear when the user adds or removes food (these were already being used in the Progress section)
  + Made the HUD contents clickable, resulting in a Toast message
  + Displayed more information on the home page and improved the content
* System testing and final adjustments
  + Made home computer into a server
  + Obtained a dynamic domain name so that the server could be accessed (if the IP address changed)
  + Used this server to insert into an online database, so that the information provided by the user could be added to the database
  + Added a sync button in the Settings to allow the user to sync their contents
  + Hashing passwords rather than storing them in plain text
* Began user studies