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Our application will take a location tag from where a picture is taken (preferably of a fish), store that location and picture into a gallery, and let the user view their pictures with the location and the info regarding the fish they caught. Our activies will be taking the location, storing the location and info about the fish along with the picture, and then displaying this into a gallery for the user to view. We are developing this app to help fishermen connect more with the types of fish they catch and where they caught them. The problem we are trying to solve is getting rid of unnecessary scrolling through an image gallery to find pictures of a fish that a fishermen caught and to store this info in an easy to use application. When the user takes a picture, our app will upload the image under the correct location heading (ex: Lake manawa) and under that location heading the fishermen can view all the fish he may have caught there along with a description they input (length, weight, etc) of the fish in an easy to view gallery. We could also implement a filter system that could let the user search through their catches by either entering a location, a name of fish, weight of fish, and or length of fish. The communication between different apps (like the gallery) is covered later in class as is getting location from the GPS. Adding a filtering system is something we’ll have to find out to do on our own. Our app is called Just Keep Fishing. Blake will be in charge of coding the communication between the GPS and the gallery. James will code the filtering system for easy navigation of the gallery and Jacob will design the gallery layout.