# SENG440 Assignment 1 Post Mortem

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## Application Purpose:

## Development Process:

## Requirement enumeration:

1. Compose your app out of at least three screens, where a screen is either an Activity spawned via an explicit Intent, or a Fragment with a full screen layout.
2. Invoke at least one other app on the system via an implicit Intent.
3. Include a list view, preferably using RecyclerView.
4. Compose your list view using a custom adapter whose view creation method uses a custom layout
5. Include at least five different kinds of widgets besides a list view (buttons, textboxes, checkboxes, labels, and so on) in the user interface, and handle their interactions with event listeners.
6. Use at least two different layout groups (e.g. Constraint Layout and LinearLayout) to organise your widgets.
7. Support both landscape and portrait orientations in all views. In other words, all widgets should be able to be made fully visible in either orientation. This may happen automatically given your layout manager, or you may use a ScrollView, or you may specify two separate layouts.
8. Provide separate landscape and portrait layout resources for at least one of the views.
9. Use string resources for all static text on the user interface.
10. Provide default definitions for your string resources in English. Provide definitions for one other language. (Use your favourite online translator if necessary.)
11. Use a Toast message or dialog to alert or interact with the user.
12. Use an AsyncTask to trigger some computation without blocking the user interface.
13. Share a plan for your app before Saturday of week 2 in a post on #project1 in Slack – before you’ve written any code or created any layouts. Include hand-drawn sketches or wireframes.
14. Share an update of your work before Saturday of week 3 in a post on #project1 in Slack. Include screenshots.
15. Share an update of your work before Saturday of week 4 in a post on #project1 in Slack. Include screenshots.
16. Share an update of your work before Saturday of week 5 in a post on #project1 in Slack. Include screenshots.
17. Share an update of your work before Saturday of week 6 in a post on #project1 in Slack. Include screenshots.
18. Incorporate an animation into your UI, preferably one specified in XML. We will not discuss these in lecture. You should be able to find out more information on the Android developer website.
19. Incorporate some other Android feature not mentioned above into your app.
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