Biddlr Sprint 1

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Overview

Biddlr is an application that seeks to create a bid-driven marketplace to expedite the process of hiring out work involving unskilled labor and odd jobs at the minimum cost to job posters. Users can post or bid on jobs, and will have ratings and reviews associated with any jobs completed.

Backlog

ID	Task	Description
1	**Login Activity**	Design the login screen UI
2	**Home Activity**	Design the home screen UI
3	**Account Creation Activity**	Design the account creation UI
4	**My Profile Viewing Activity**	Desgin the My profile UI as seen by profile owner
5	**Job Creation Activity**	Design job creation screen UI
6	**Job Viewing Activity**	Design job viewing screen UI
7	**Bottom Navigation Toolbar**	Include Toolbar UI that will link to activities including: Home, Explore, My Jobs, Profile, Messages
8	**Explore Activity**	Design explore screen UI including a search bar with filtering capabilities, and a default list of jobs by proximity

Challenges

- Android Studio learning curve
  - Getting used to using Java again
  - Loads of documentation, not enough time
- Time Allocation
  - Original sprint backlog was too extensive, had to trim down
  - Sprint 1 duration was short, but still had to make project design decisions and backlog before even beginning implementation
- API Integration
  - Had to learn how to share an API resource with all users of an application build
  - Creating map frame centered on user location turned out to be tricky to do with free resources
- Design decisions
  - Will have to add items to backlog to properly implement project vision
  - Certain features had to be redone to give off a more uniform design theme