

For our project, Breadcrumbs, we had set out to create an application designed for keeping track of where you parked, how long you intend to stay there, and how far you are from that location. The design we mocked up included:

- Two xml layouts: one for starting a mark with time specified and one with the map and details
- Spinners to select times before a person starts their mark
- A button to pass in the time and start the mark and timer
- A map with the current mark and a mark for yourself to track your distance and position from the car
- A reset timer button
- An end mark button
- Text views for distance and time
- And a settings button that popped up a window where you could specify: vibration of phone(y/n), timer on(y/n), set early alert(enter a time)

In the end, we unfortunately couldn't get the settings onto our app on time, so preferences cannot be set currently. We hadn't anticipated for the markers to take so long, so our schedule for adding settings got pushed back indefinitely. If we had more time, it may have made it onto the app, but that's just an assumption. On the bright side, we were able to complete the main functionality of our app. Users can select a time for the timer and have it countdown when they start their mark. The locations of the mark for a car and the person using the app are also very accurate, allowing distance between the two objects to be calculated to the meter.

If there is a next time, we would probably start working on the project earlier to mitigate unanticipated difficulties with coding. We would also split up tasks a bit better because at times we found ourselves overlapping tasks.

If we were to continue working on this project, we would implement our pop-up settings to the app so that a user can set his/her preferences. We would also brainstorm more options to provide in our settings.

During this project, we learned that you shouldn't underestimate tasks that you deem to be simple to complete – they may be your downfall. We have also learned the importance of delegating tasks to improve productivity within a team.