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Hobby Checklist App

Austin Christman

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Hobby Checklist App

Final Project Report

4/25/16

Austin Christman

Paul Lin

To Fulfill B.S. Computer Engineering Technology Degree Requirement

Submitted to:

Paul I. Lin, Professor of ECET 491 Senior Design II

Department of Electrical and Computer Engineering Technology
College of Engineering, Technology, and Computer Science
Indiana University-Purdue University Fort Wayne, Indiana

Abstract

This report covers the project management details of the work that went into the Hobby Checklist App. The Hobby Checklist App was designed in response to a personal issue of mine when it came to the types of activities that I would do in my spare time. Realizing that I had a habit of perhaps starting a new series without finishing the one I was currently watching, I came up with the Hobby Checklist App to help manage everything that a person might do in their spare time. Since this was a project that I was hoping to use once it was completed, I had motivation to work on it more so than I would for any other project. This app would allow the user to keep track of any progress that they make doing their favorite spare time activities. The app would have separate lists for each kind of activity to help the user keep things more organized. The user themselves would be responsible for inputting the data relating to the name of the series and how many pages they've read or how many episodes they've watched compared to how many there are total. The people who share the same interests as me who I've pitched this idea to expressed interest in using such an app if it were available to them also. This report will cover all the planning and effort that went into making this app a reality. Having not worked with app development software before, I knew there would be some risks going in due to my inexperience with app development. I had hoped that these risks would be manageable and the report will cover these issues and how I tried to solve them. The results ended up being unsatisfactory, as I was unable to get the prototype to work the way I had hoped it would. From this failure, I have been able to see that there were many lessons that could be learned from it. I learned that hard way that when it comes to project management, not all projects are successful and it's about how you learn from those failures to improve future projects.

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