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<center>Milestone Two: Narrative</center>

For my first enhancement, I chose the final project from CS-360: Mobile Architecture and Programming. The artifact is a weight tracking Android application that allows users to log their daily weight, view their history, and set weight-related goals. It was originally created to demonstrate my understanding of Android app structure, activity navigation, and user focused design choices based around accessibility and ease of use. The app includes features like account creation, weight logging, and viewing history through a user friendly interface.

I went with this artifact because it covers multiple areas of interest like mobile development, database management, and user interaction. It also gave me the opportunity to showcase my ability to write clean, modular Java code for Android using Android Studio. The project demonstrates my experience designing an app from the ground up, working with multiple screens (Activities), implementing persistent storage, and applying practical use cases to mobile design. This project is particularly strong in aligning with Outcome 4 (demonstrating techniques and tools to implement computing solutions that deliver value) and Outcome 2 (delivering professional, technically sound written and visual communication).

The main enhancement I implemented was focused on making the app's goal setting feature more useful and engaging. Originally, the user could enter a weight goal and target date, but this data wasn't saved or reflected elsewhere in the app. To improve this, I added persistent goal storage using SharedPreferences, so that the user's target goal is retained between sessions. I also introduced a dynamic progress status feature. Instead of using a progress bar, I chose to

display a clean, readable message on the user's data display screen. This status message shows something like "You are 40% toward completing your goal," and updates automatically based on the user's latest weight log. This provides immediate feedback and motivation in a lightweight and unobstructed way. I also added clear inline documentation across all files to ensure the logic and structure are well understood, which supports Outcome 2 more directly. I also edited the Data Display XML file to reflect the changes I was making.

Throughout this process, I was reminded how important thoughtful UI decisions and clean architecture are in app development. I also became more comfortable using Android's local storage tools and managing data across activities for dynamic display/update. Making enhancements on top of existing code helped me reflect on what could be improved and made me glad that I wrote with maintainability in mind. I found it relieving that I could plug in new blocks of code without having to reconstruct the entire project. Overall, I think my enhancements improve both the user experience and the clarity of the codebase and polish this project to a level I can be much happier with.