

Notes on Key Predictor

1. The Fonts included will need to be embedded into the application, because there are a few places they are used that can not be created as graphics. Such as Price for memberships, as these will be dynamic from the API. Also on the details screen for the + value of the pick. We have reviewed both the android and iOS SDK and this is possible on both devices and seems fairly easy to do. It also is possible to create the drop shadows on these as shown in the screen shot using the SDK. (i.e. android:ShadowColor, etc.)
2. We have on ahead and created the headers for all sections with the titles, but based on the fact that you are embedding the fonts as described above, in the root folder there are blank headers for each type. This would keep the number of images embedded into the application down, there for keeping overall size of the application down
3. I have also reviewed the android SDK and seen that I really did not need to provide you with the white box with the red border as the android canvas command drawRoundRect with stroke can achieve this same function and therefor help reduce the number of graphics. I know iOS also has a similar command as I have had it used on other applications I have had developed. Nether the less, I have included this box for you. Same with some of the other boxes (i.e. top gradient, etc). Please keep the images down to a minimum as much as possible. We do not want the application to take up too much space on the device.