

# *GAMETIME*

Joshua Jackson, Marissa Gonzales, Ryan Phung, Damon An, Faraz  
Ahmad

# INF 191A - The Beginning

- Meetings
- Documents
- Android Bootcamp
- Redirected our expectations
- Create a UI design
- Bug (And continue to bug) our sponsors about the SDK

# Challenges!

Learning Android programming (and re-remembering Java!)

Working out effective communication with the sponsor

Figuring out exactly what it was we were supposed to be building\Github,

Github, Github (hopefully bit bucket is more kind to us)

Getting our hands on the mythical SDK

# Achievements

Greatest technical achievement:

- Created a functioning UI main page and one activity
  - Unfortunately only hardcoding dummy data at this time

Greatest non-technical achievement:

- Getting on the same page with the sponsor

# Remaining Group Goals for Spring

Build and Implement the rest of the app activities into the UI

Continue to hone our collective Android programming skills

Begin familiarizing ourselves with the M2 custom SDK and Parse

# Individual Goals for Spring

## **Marissa and Damon:**

- Familiarize themselves with Parse and its implementation.
- Continue learning/building Android to aid in integration

## **Josh and Ryan:**

- Continue with learning/building Android
- Tackle understanding of the custom SDK

## **Faraz:**

- Build app flow chart

# Summer Group Goals

- Keep up consistent contact with sponsor
- Begin implementation of custom SDK
- Force everyone to learn Android Programming (whip 'em in shape!)
- Per Professor Ziv...not seriously injure ourselves

# Individual Summer Goals

## **Marissa:**

- Setup Database for Game Time and help hookup front-end to back-end of android

## **Ryan:**

- Implement the SDK & work with Josh

## **Josh:**

- Intern(?) at M2 and work with Scott/Brad on app

## **Damon:**

- Continue to learn Android Programming & learn about implementing various features

## **Faraz:**

- Continue to learn Android Programming & learn about Facebook integration



# Coming up in 191B

Get that SDK up and running to perform some action, any action! (if not completed in summer).

Code...Code...Code!