

# Gametime

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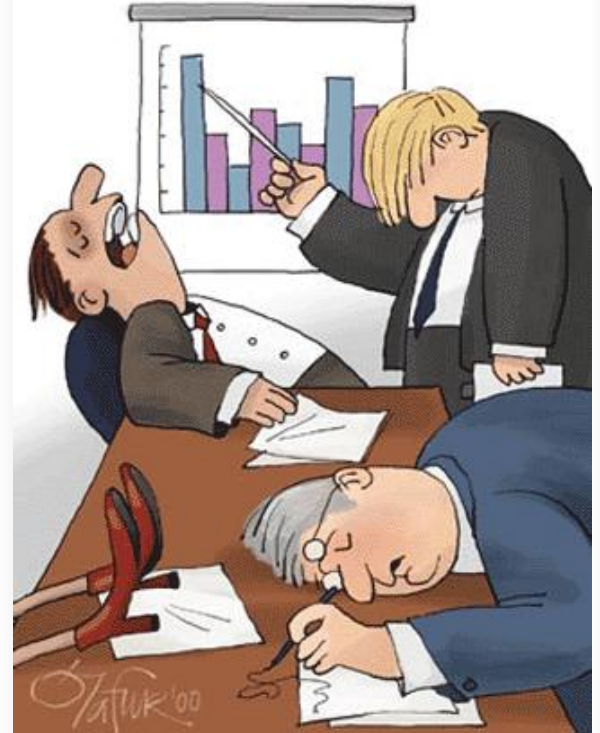
# What, Whom, & Why

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- What: Gametime Mobile App
- Who: M2Catalyst
- Why: To track gaming usage

# Last Two Weeks

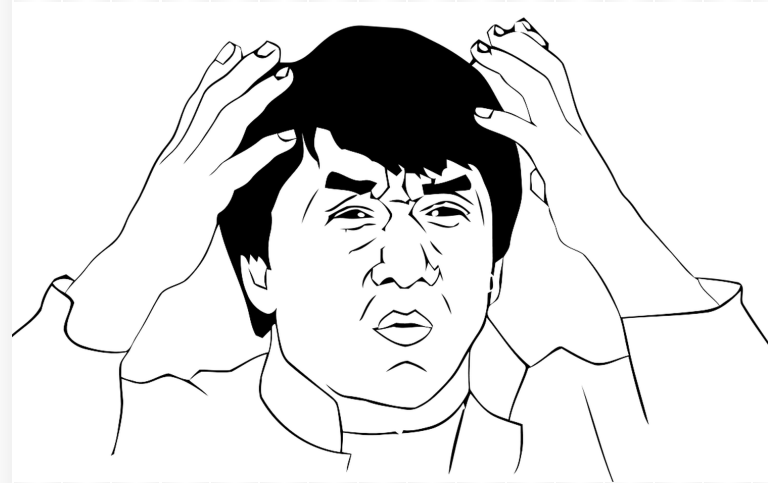
- Meetings!
- Android Bootcamp
- User-Interface Designs
- Built first home page and my game data UI



# Difficulties

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- GitHub
- Still overcoming some Android learning curves



# Greatest Achievement

- Built respectable(?) first two parts of UI





# Next Two Weeks

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- Code first feature (Game Data Usage)
- Begin second feature (Friends Data)
- Get sample code from sponsors