Project Progress 2 Summary (10th October to 23rd October)

Date	Number of Hours	Description of Work Done
	1 hour	Scrum meeting and progress
13th October 2025		update
14th October 2025	1.5 hours	Research on Ui design and
		game involvment for the
		application
16th October 2025	3.5 hours	Initial Component Creation:
		Created SleepCycleScreen,
		WordSearchScreen, and
		VoiceChatScreen components,
		and implemented the
		foundational sleep logging
		feature with validation.
18 th October 2025	4 hours	Voice Chat Implementation:
		Handled voice input, Al
		responses, added message
		rendering, status indicators,
		and quick actions.
21 st October 2025	2.5 hours	Extensive Sleep Cycle
		Features: Refactored styles,
		added sleep quality selection,
		wake time input, logging modal,
		calculation functionality, and
		defined data interfaces.
22 nd October 2025	2 hours	Word Search Setup & Sleep
		Fix: Initial setup of
		WordSearchScreen (game
		state, interfaces, word
		placement) and fixing
		fontWeightin
		SleepCycleScreen.
23 rd October 2025	3.15	Word Search Game Logic:
		Implemented UI, core logic
		(word checking, state updates),
		game completion, and grid
		functions., midterm report,
		project progress report

Project Progress Summary

This development period was highly productive, focusing on implementing and stabilizing features across three major application modules. Primary contributions include the complete implementation of the **Word Search Game**, covering the UI, all core **game logic** (word placement, validation, state management, and completion flow). Significant effort was also dedicated to the **Sleep Cycle Tracking** module, where features such as a sleep logging modal, user input for **wake time and sleep quality**, style refactoring, and functions for **sleep calculation and advice** were successfully delivered. Additionally, foundational and functional elements were established for the **Voice Chat** feature, including logic for handling **voice input**, integrating AI responses, and managing message rendering. This work demonstrates a successful transition from foundational component setup to the delivery of complex, fully functional application logic across multiple distinct features.