Team Journal

# Ryan:

March 31, 2022

* Met with group during class time, discussed idea and potential functionality and layout
* Emailed instructor with proposed group members and high-level project idea
* Developed wireframe using Figma, conceptualized what information to display in GUI
* Worked on Project Proposal as a team
* Completed and submitted Project Proposal

April 7, 2022

* Met with group during class time
* Created and initialized repo for group
* Decided to forego working on this project until Tuesday so we can finish up other assignments

April 14, 2022

* Met with group during class time, created list of tasks for each of us to accomplish by the end of April 15th.
* I gathered all NHL team logos and formatted them to a uniform size
* Set meeting for April 16th, 10:30am

April 15, 2022:

* Created XAML for About page
* Spent too much time wrestling with GitHub and Visual Studio

April 16, 2022:

* Met as a group, did some troubleshooting, built out basic structure and UI. We set a time tomorrow morning to meet as a group and continue

April 17, 2022:

* I spent 15 minutes working on XAML, then 2 hours trying to solve a problem that was solved yesterday. Couldn’t enter debug mode to help Alex troubleshoot. Uninstalled Visual Studio and removed local repo clone. Installed Visual Studio and cloned repo. Temporarily fixed problem by commenting out <Page.DataContext>
* I worked on API for about an hour. I got the JSON data to print in debug mode but could not find a way to store it in List.

April 18, 2022:

* Met with group in the morning and worked for about 2 hours together, got API call working and returning desired data.
* I continued to work on the XAML, focusing on styling the horizontal scroll viewer, and getting the team logos to display when a game is selected. However, I was unable to get the images to change after chipping away at it for a few hours.
* We decided to end our development once the structure of the JSON data had changed when NHL games started for the evening.

# Bryce:

<https://github.com/BryceAMacleod/DotNet-FinalProject/tree/main>

March 31st

* Met with the group during class time, discussed ideas and potential functionality and layout
* Worked on project proposal
  + Developed project work plan for the proposal
  + Worked on project description for the proposal
* Researched public APIs to try and find an NHL API that would serve team logos.
  + There are seemingly no public API’s that have NHL logos / player portraits.

April 7th

* Met with the group during class time, discussed work plan.
* Set up a repo
* Got initial UWP solution started

April 14th

* Created work plan with team
  + Assigned to work on Models

April 15th

* Started work on Models
  + Developed Player, Game and team models

April 16th

* Started researching API call methods.
* Tried to implement system.text.json
* Failed to implement system.text.json

April 17th

* Started researching Newtonsoft.Json

April 18th

* Met with team and troubleshot errors with the Model classes that the deserialization of Json required.
* Finally got API data transformed into Objects
* Added a few more models to complete data set required
* Worked on data binding
* Completed search functionality to search by team abbreviation
* Researched ImageBrush class to attempt to get logos in the XAML working
* Implemented a Brush binding to highlight the winner and loser of each game

# Alex:

March 31st

* Confirmed with Geoff our group members and our project idea.
* Created a Trello board to outline all of the tasks that need to be completed for this project.
* Updated each of the card with the deadlines.
* Worked together with Ryan to come up with a wireframe design for our application.
  + <https://www.figma.com/file/KLKmRODXkUDrtTtUPbjhXR/C%23-Final?node-id=0%3A1>
* Next, we plan to find all the team logos to store locally and complete the first portion of the project proposal (describing some of the application functionality).

April 7th

* We went through our work plan to create a timeline until the end of the semester.
* We created a repo to host our application which we can each contribute to.
* We built our initial UWP application as a starting point for our project.

April 14th

* Delegated tasks for the final project and made sure to spread the work evenly.
* Reviewed the requirements for my delegated tasks and researched what I would need to complete them.
* Started researching the process of gathering API data from a public URL to import that into variables.

April 16th

* Worked together with the team to write the foundation code for the api to input data
* Created a horizontal scroll bar, the about page, a detail page with extra links and a command bar to access the other pages.

April 17th

* We split into separate groups to work on the code for the demonstration and a presentation in preparation for Tuesday.
* I worked on a small presentation to talk about our teams journey from the idea to the design and then to the coding.

April 18th

* Worked on coding up the Dialog box, displaying scores and other back end functionality in preparation for the deadline.
* Walked through the plan for tomorrows presentation and cleaned up some of the commented out code before our submission.