

| Date | Duration (hours) | Category | Description of completed task | Challenges and/or next steps | Reflection |
|----------|------------------|------------------------------|---|--|---|
| 1/27/25 | 2 | Other | Attended Zoom meeting & reviewed over the syllabus, added important dates to my calendar | Write down any questions and email Professor Chuang if needed. | |
| 1/27/25 | 1 | Research, Training, Learning | Researching & watching videos on Flutter | | Becoming comfortable with Flutter/Dart, using stackoverflow & flutter docs if needed |
| 1/27/25 | 1 | Coding | Sorted files with folders and uploaded needed images | Following figma design in order | While screens are being developed, we are making sure the screen flow is correct |
| 1/28/25 | 0.5 | Team Discussion | Zoom meeting with team to discuss a schedule that would work for all of us, specifically if we are capable of dedicating 15+ hours a week. | Create a task management system | |
| 1/28/25 | 1 | Supervisor Discussion | Spoke with supervisor over zoom & responded to Professor Chuang's email. | | |
| 1/29/25 | 3 | Coding | updated yaml file, main & continued working on screens for onboarding | discuss if specific screens are needed, such as prompting for user's characteristics | previous knowledge from CISC 3140 with Prof Chuang helped with navigating & updating the YAML file |
| 1/30/25 | 1 | Team Discussion | discussing future plans such as in app purchases (subscriptions) | | |
| 01/31/25 | 0.5 | Design | updated figma as a group | | having an organized layout is very helpful |
| 01/31/25 | 1 | Testing & Debugging | looking for bugs and discussing future issues that we will run into. discussing future steps | research how to implement notifications in flutter | |
| 02/01/25 | 2 | Research, Training, Learning | Learning about state management, routing, page translation & UI | Continue to find better resources. | youtube has been key |
| 02/01/25 | 3 | Coding | implementing Flutter Nested Navigation using GetX (IN PROGRESS) | Continue working on screens. | having an efficient state management system is crucial to save user previous actions |
| 02/02/25 | 3 | Coding | debugging Nested Navigation & continuing to work on onboarding screens | dealing with many errors, using stack trace to investigate bugs | |
| 02/02/25 | 1 | Research, Training, Learning | Researching if state management would be required for rest of onboarding process & other potential methods | | for the moment we are handling state flow with routes and a stack using Navigator class |
| 02/03/25 | 3 | Coding | Finished working on first half of onboarding process, which includes prompting for user's name, date of birth, and email. Successfully implemented prompting for user to enable notifications. | reorganize files & folders for a more efficient file management | |
| 02/04/25 | 0.5 | Supervisor Discussion | Zoom meeting to address our progress & if changes were needed for the developed screens | | some sizing issues were mentioned & discussed that a dropdown bar would be much better design for the user experience |
| 02/05/25 | 1 | Research, Training, Learning | Researched DropdownButtonFormField class vs DropdownButton class | | DropdownButtonFormField class had built-in form validation support and enhanced styling options |
| 02/05/25 | 2 | Coding | Implemented drop down bar. Created files with basic figma design (includes drawmeet logo) for future onboarding process | continue one by one on each screen, prompting for height, location, gender, pronouns, and preferences | in a perfect world the user would insert the information we are asking as needed, however humans make mistakes and therefore we need error handling & detection |
| 02/06/25 | 1 | Testing & Debugging | launching app in simulator and making note of human errors that can be made & coming up with a solution to handle it | will keep in mind for future screens so do not have to go back | fixing small issues like this is necessary to create a better user experience |
| 02/06/25 | 3 | Coding | continued to work on onboarding screens, keeping in mind any input errors that can error | | some examples include: name must only include letters, email must include '@', dob displays age and will give a warning to user that you must 18+ |
| 02/07/25 | 1 | Team Discussion | Discussed how to divide workload in order to work simultaneously on front end & back end | | We discussed & agreed that our responsibilities should be, Bryan managing backend supabase, while I (David) continue working on completing onboarding screens |
| 02/07/25 | 3 | Coding | continued to work on onboarding screens | my next steps are, once again, working on onboarding screens | steady progress is being made |
| 02/09/25 | 2 | Team Discussion | Worked on completing Project Proposal Survey with Bryan | | |
| 02/10/25 | 3 | Coding | Learned how to flutter_emoji.dart on location prompt screen. Implemented drop bar in pronoun and looking for screen. Spoke with Bryan and supervisor about the choices we are giving to the user (he/him.. etc) | Retrace onboarding screens and have each one updating supabase charts with new information. | As I continue to work on front end, the pages become simpler to code (at least until I have to learn about new packages) |
| 2/11/25 | 1.5 | Documentation | Worked with Bryan on adding to components that we are able to refer to in order to not have to manually type in code again and again. In addition, we added documentation for each component. | | Adding documentation will allow us to not have to reread our code and easily manage it. |
| 2/12/25 | 1 | Testing & Debugging | Testing onboarding flow ourselves. Found bugs we need to address and can potentially cause a screen overflow. (When user prompts the keyboard, the screen must stay aligned, 1:1 figma design, and disable notification button, and uploading images) | | We will continue to find bugs, but it's better to dedicate some time each week now on finding them. |
| 2/13/25 | 4 | Coding | Addressed previously stated bugs. Completed description, preferences, height, ethnicity prompt screens. | Next steps include: handling main profile photo & avatar photo in supabase. Implementing screen that accepts main picture, avatar, and bio. Implementing 'select a prompt' screen. | |
| 02/14/25 | 3 | Coding | Worked on add_profile_pic screen that accepts, displays, and inserts data (profile URL, avatar URL, and bio) into SQL table on supabase. Created a list of prompts that can be selected by user. | Next steps include: allowing user to select a prompt that allows them to answer specific question and also accept a photo to accompany it. | |
| 2/15/25 | 2 | Supervisor Discussion | Held meeting with supervisor discussing design document that will be used for our Diagram deliverable. | | |

| Date | Duration (hours) | Category | Description of completed task | Challenges and/or next steps | Reflection |
|----------|------------------|------------------------------|---|---|--|
| 2/16/25 | 3 | Team Discussion | Worked on Diagram Deliverable with Bryan & held eachother accountable for timelogs | | |
| 2/17/25 | 3.5 | Coding | Implemented 'add another prompt button'. Remove 'prompt' function. Limit user to at least 1, and max 5 prompts. Created VERY IMPORTANT SCREEN: 'customize_profile', that will be used to display all previous onboarding data of user, profile photo, and prompts. | Next steps: Finish 'customize_profile screen', implement animated_reordable_list.dart that will allow user to switch the order of their prompts on their profile. at the moment, we have all user information being displayed on their profile card (must handle if specific data is being shown based on if user selects 'visible on profile' on specific onboarding screen. | |
| 02/18/25 | 3 | Coding | Worked on 'customize_profile' screen, where first 'card' represents main profile photo, name, age, and other information (with user's permission). Created 4 main screens (profiles, likes, messages, and user settings). Bryan worked on navigation to each of those screens. | | |
| 2/19/25 | 2 | Design | Looking at figma to plan how each individual main screen will be implemented & planning out their sub-screens & continued implementing the UI | Next steps include: testing our app for bugs and checking supabase data retrieval | |
| 2/20/25 | 1 | Team Discussion | Spoke with Bryan about the status of our project & our progress | | |
| 2/20/25 | 3 | Coding | Added to components.dart, (re-usable components) such as profile card & prompt cards. Continued to work on main screens (setting screens now retrieves avatar to display. messages screen has temporary fake users, likes screen is empty, but has a 'keep searching button' that redirects to the profile screen, and profile screen has temporary profile/prompt cards) | | we are more focused on having a complete skeleton of the app before including new features |
| 02/21/25 | 1 | Supervisor Discussion | Spoke with advisor about questions and advice on what information our group can include in the Project Tools Survey Deliverable. | Regrouped, created Github repository to store required files, created ClickUp to share with Professors. | |
| 2/22/25 | 3 | Testing & Debugging | We created random profiles through the actual onboarding to test profile data retrieval of our profile/prompt cards from supabase. Fixed padding & scaling to fit figma design. Fixed minor bugs. | Next MAJOR STEPS: implement drawing board feature, where user can decide if they want to continue to talk to a specific user by pressing 'play' on their profile in the profiles screen | |
| 2/23/25 | 2 | Team Discussion | Worked on Project Tools Survey Deliverable with Bryan. Updated time logs & checked if our formatting is correct. Updated slides to include git repo & project management tool. | | |
| 2/24/25 | 2 | Research, Training, Learning | Researching about supabase realtime function, which will allow Postgres Changes. This is important in order to handle real time changes such as when the user receives a request. | | this week will have a good amount of research & coding |
| 2/25/25 | 3 | Supervisor Discussion | Meeting with supervisor to discuss what could be shown on our 5 minute video & discussed progress made | | |
| 2/26/25 | 3 | Coding | Continued working on main screens, messages screen 'fake' users now have an uncompleted chat room & displaying their profile, setting screen's edit button icon leads back to the onboarding flow where the user is able to edit their profile, also 'check it out' button' leads back to drawmeet_plus.dart screen. | | |
| 2/26/25 | 1 | Research, Training, Learning | Researched about cached_network_image package and talked about how we can implement this functionality in order to pre load user images when the app initially loads | will most likely leave cached images for later on | https://pub.dev/packages/cached_network_image |
| 2/27/25 | 3 | Coding | Research & implemented network controller in order to send user to a loading screen when internet connection is not detected. | Bryan is currently fixing RLS policies so we can continue to work on profile retrieval | https://pub.dev/packages/connectivity_plus |
| 2/28/25 | 3 | Team Discussion | Recorded video for demo video deliverable. | | |
| 3/1/25 | 3 | Coding | Created an image_process.dart that handles image related operations, such as upload Profile/Avatar images (setters) & retrieving User Profile/Avatar images (getters). This file is then referenced in the main profiles screen in order to display other users' information. | Challenges: making sure to not have to have redundant code, therefore organizing useful functions and calling them when needed will be much more efficient. | We now have an app that stores our information into supabase and also retrieves/displays other users' profiles (profile, bio, prompts, prompt images) |
| 3/2/25 | 1 | Coding | Fixed some bugs on profile retrieval & added buttons that lead to drawing_screen.dart which will hold a drawing canvas that is the core feature of our app. | Future steps: research & figure out best route towards creating the drawing canvas & speak with supervisor | possible package: https://pub.dev/packages/flutter_drawing_board |
| 3/3/25 | 2 | Coding | Researched best possible implementation of drawing board. Added logout feature within settings screen which directs to init.dart. | | We will be implementing our own drawing canvas using inspiration from open source packages. Although these packages allow for drawing, it becomes difficult to edit it to make our UI. |
| 3/4/25 | 3 | Testing & Debugging | Tested the current state of the app to find bugs. Currently we are having trouble with updating user's profile information. | We get a repeated error code 502; Internal Server Error is thrown every time we try to update something. | |
| 3/5/25 | 3 | Supervisor Discussion | Spoke with supervisor about supabase currently experiencing technical issues and how it is affecting our ability to continue testing profiles. | https://status.supabase.com/ | |
| 3/6/25 | 1 | Team Discussion | Group discussion about what else we can work on while supabase is down. Discussed possible cases of real time updates (when is it necessary vs not) | Next steps include researching & implementing SQL code for matches and messaging. | Retrieving profile information should be working once supabase is restored. |
| 3/7/25 | 2 | Supervisor Discussion | Contacted Supabase support for help with current database issues. | | |

| Date | Duration (hours) | Category | Description of completed task | Challenges and/or next steps | Reflection |
|---------|------------------|-----------------------|---|--|---|
| 3/8/25 | 2 | Testing & Debugging | Supabase has resolved their database issues. Making sure the current state of app is working. We deleted our accounts and remade them to make sure. | Next steps include working on drawing canvas, implementing match request mechanism. | |
| 3/8/25 | 1 | Documentation | Added necessary comments to organize our code. Copied all current SQL code into Github in case of another supabase issue. | | |
| 3/9/25 | 2 | Coding | Researched other drawing canvas' packages and set layout for what is required. We want to have to 1:1 match with the figma design. Created constants.dart file which will hold final data, such as list(array) of words our drawing canvas can pull from. | Our drawing_screen.dart will be pushed when the user clicks "play" on another user's profile. Our main goal is to be able to save a link to the drawing, save it to supabase, and allow us to call it when needed. The receiving user will see the user's profile & drawing side by side in their likes.dart page. | constants.dart works similar to components. dart where we can separate code, allowing us to write clean code and have better documentation. |
| 3/10/25 | 3 | Coding | Separated drawing canvas into 2 sections. drawing_canvas.dart will hold the actual "canvas" the user is allowed to draw on, while also implementing reading of user's edit. drawing_screen.dart will build the UI around the canvas, which will hold the tool bar, and messaging-bubble so user can send a sentence alongside their drawing. | Future steps include saving file to supabase. | Discussed edge cases such as if user doesn't draw anything and tries to submit. A lot of work HAS to be done on this part of the project. |
| 3/11/25 | 2 | Team Discussion | Prepare for presentation by organizing a demo that we will be using tomorrow. Discuss who will speak on what part and what exactly we will show. | | We decided mentioning future steps and our recent issue with supabase would be very important. |
| 3/12/25 | 1 | Other | Completed presentation for Professor Chuang. | | |
| 3/13/25 | 3 | Coding | Worked on implementing the actual drawing canvas using the CustomPainter class. Was able to draw black lines and use temporary eraser. Began working on UI for tool bar which will hold (color selection, eraser, stroke width, undo button, and delete). | Must do research on how to save the drawing as a file and send it to supabase. | https://www.youtube.com/watch?v=SmjkmP73SjM&list=PL_FNq7dhGBYzI5zyxrSD5cpAB2ovHloTY&index=2&ab_channel=JideGuru https://api.flutter.dev/flutter/rendering/CustomPainter-class.html |
| 3/14/25 | 2 | Supervisor Discussion | Spoke with supervisor about how the what the state flow should look like when a user accepts a drawing request and how/when a user rejects a drawing request. Also went over how the word should be displayed, and if the user should be able to draw behind the "floating" word box. Discussed how paid users would be able to receive more colors/features for their drawing board. | | |
| 3/15/25 | 4 | Coding | Worked on implementing UI to match figma designs. Worked on functionality of each button. Implemented random word from word bank to display on top of drawing canvas. Undo and delete function is working, colors are working, editing stroke width working, and eraser is working. | Might add editing size of eraser. | |
| 3/16/25 | 3 | Testing & Debugging | Implemented saving drawing as a file, by adding uploadGamImage function to image_processor.dart. Then tested Bryan's new SQL tables to store canvas drawings. We are seeing issues such as drawing URLs not being correctly stored, not allowing us to fetch them properly. | | |
| 3/17/25 | 3 | Coding | Using getUserImages from image_processor.dart, began working on likes.dart screen where user will see the profile photo of sender and their drawing side by side. Currently does not work, but will once RLS policies are added. UI is currently finished for this page. | | User is able to scroll through requests. If there are no requests, it will lead to empty state page, which has 'start searching' button that leads to profiles.dart page. |
| 3/18/25 | 2 | Testing & Debugging | Testing code to ensure that drawings are being loaded properly alongside the sender profiles. | We realized that on the main screen (profiles.dart), the 'reject' and 'play' button block most of the screen, therefore we will implement AnimationController which will allow the buttons to fade while the user scrolls down on someone's profile. | |
| 3/18/25 | 2 | Supervisor Discussion | Spoke with supervisor about new UI screens, such as account settings, dating preferences, and help center. Set up files and added buttons that lead to their respective screen. | | Our supervisor is currently designing more pop up screens to work on, such as 'send more game requests' that will allow the user to purchase more plays, 'boost your profile' that allows user to purchase a 'boost' which will make sure more people see their profile. |
| 3/19/25 | 3 | Coding | Updated likes.dart page to organize widgets better. For example, separated building of left side (sender profile) and building of right side (respective drawing sent from sender). We now have a working likes.dart page which retrieves sender and their drawing from supabase. | Still have to fix some padding issues. | One current issue we are seeing is that everytime we re-open the likes.dart page, there is a small but noticeable delay when loading the game requests (sender profile & drawing). One possible fix is through lazy loading or image caching. |
| 3/20/25 | 3 | Coding | Although likes.dart loads user profile photo and respective drawing, the profile photo needs to need to their entire profile and the drawing must lead to a guessing screen. Created a 'fetch_profile.dart' and 'guessing_screen.dart' screen. Worked on UI for guessing screen, was able to load drawing, word display, and the text sender sent alongside drawing. | Next steps include creating the functions that allow the user to guess the word, giving them 5 tries, and (hopefully) creating a confetti animation if the user correctly guesses the drawing. | Spoke with supervisor, letting them know that the guessing screen page looks a bit bland and if they have any ideas on how to make it look better. |
| 3/21/25 | 2.5 | Coding | Focused on developing fetch_profile screen which will just display the user's entire profile (similar to profiles.dart). However, this screen will also be used to "reject" the user. | | Rejecting the user means removing their profile from the user's likes.dart screen along with the drawing they sent. A user technically "matches" or accepts the request through playing the game in the guessing screen. |
| 3/22/25 | 3 | Coding | Created 'help_center.dart' which holds several buttons that will eventually lead to 'reaching out to support', 'faq's', 'how drawmeet works', etc... Created 'dating_preferences.dart' which holds important onboarding details of the user. currently has filler data. | Future steps: connect user's supabase preferences to be displayed alongside corresponding tag. | Focused on: Working on user.dart screen which holds access to user account settings, help center, and dating preferences. |

| Date | Duration (hours) | Category | Description of completed task | Challenges and/or next steps | Reflection |
|---------|------------------|-----------------------|---|---|---|
| 3/24/25 | 2 | Coding | Continued to work on 'account_settings' page which currently only allows user to log out. added general settings, contact information, subscription, and other sections. more importantly, phone number & email displays current user's respective info from supabase. | Future steps: create a block list which will hold users that are blocked/reported. create a notifications page which will handle user's settings to their notifications such as muting individual messages or everything. | We spoke about 'pause account' and 'delete account' and how these would actually work. What does pausing your account look like? What does deleting your account mean? |
| 3/25/25 | 1 | Design | Supervisor discussed some important changes to the figma design such as icons and animations that they would like to be implemented. In addition, they showed the new screens/pop ups that will be demonstrated for the paid features. | | |
| 3/26/25 | 3 | Coding | Created Dialogs (popups) for 'send more game requests' and 'boost your profile' according to figma design. They both contain interactive buttons that will be left to do nothing (for the moment) | | Process of creating screens/dialogs has become much easier as I can refer to old code if I don't remember how I implemented something. |
| 3/27/25 | 2 | Coding | Another important Dialog is 'run_out_of_plays' which will be displayed after the user has used up all their 'plays/sending requests' for the day. Worked on creating this pop up, which has two buttons, 'buy more plays' which leads to the 'send more game requests' dialog I created yesterday and 'get drawmeet+' which leads to the already made 'drawmeet_plus_prompt.dart' page. | | I struggled with finding an efficient way of displaying the dialog on the user.dart page as the dialog is not a 'screen' I can just push into the stack. Turns out I had to pop the current dialog from the stack, then using Navigator Controller open user.dart, and then use a addPostFrameCallback function to open the dialog. |
| 3/28/25 | 2 | Coding | In messages.dart, updated tool bar to have mini pop up which prompts 'block account' and 'report'. 'block account' displays a dialog which indicates and 'are you sure screen'. 'report' leads to 'report_page.dart' which allows user to select a report reason and type in more information. | | these functions are only UI, and does not update/delete any data in supabase. meant as place holders. |
| 3/29/25 | 1 | Supervisor Discussion | Spoke with supervisor about current state of project. What's left to implement? (URGENT: messaging). Sent evaluation form to them. | | |
| 3/30/25 | 3 | Team Discussion | Making sure timelog is up to date. Recieved and reviewed evaluation form. Worked on & completed updated presentation slides. | | |
| 3/31/25 | 3 | Coding | Current issue: Avatar image was taking too long to long everytime user initializes user.dart page. When user would update their avatar, they would need to reload the app in order for the new avatar to be displayed. Worked on temporary solution, by making user.dart realtime through supabase. | Future steps: research a better caching method, that also handles updating in realtime | Although the avatar image still takes a second to load, the update avatar function is working as needed. User no longer needs to reload the app. |
| 4/1/25 | 3 | Coding | While Bryan works on the backend SQL for messaging handling, I am working on the 'block_list.dart' and 'notifications_settings.dart'. Implemented a switch statement that allows user to toggle 'mute notifications' which will mute ALL notifications, or toggle individual notifications ('new game requests', 'messages', 'game completes') | Future: Work on chat message bubble that will contain user text, and/or drawing images. Also implement blocking functions so that user can block other users and have their messages/requests hidden. | block_list.dart is being used as a temporary template. |
| 4/2/25 | 3 | Coding | Designed a flutter widget called messageBubble that creates a customized chat bubble UI component, which displays either regular text messages or game request (drawings). The appearance of the messageBubble changes depending on if it's the user's messages or senders. Added 'tail effect' on bubble that indicates which user is sending the message. | For the moment, working on displaying a message log only if someone sends a message. | Removed completely previous temporary messages. Successfully tested displaying messageBubble with temporary text. |
| 4/3/25 | 1 | Supervisor Discussion | Meeting with supervisor to discuss what we are able to show based on the current state of the project. | | |
| 4/4/25 | 1 | Team Discussion | Filmed demo for project presentation with Bryan. | | |
| 4/5/25 | 2 | Testing & Debugging | Used my personal iPhone to test for bugs, during onboarding process, updating profile, and changing avatar. | | Found couple of renderflex overflow errors with onscreen keyboard, where the actual keyboard would overflow current screen. This issue was not caught on earlier as we have been using the xcode simulator which does not prompt an onscreen keyboard. |
| 4/6/25 | 2 | Testing & Debugging | Found issue: When onboarding, the user is able to click 'display on profile' for specific info such as 'height', 'pronouns', etc... which will display on your profile card to other users. However, after the user finishes the onboarding process, they are actually not able to ever toggle 'display on profile' for each individual trait. | Future steps: Develop a method for user to edit their visibility of each trait. Where will it be handled? Does this include realtime? | |