Date	Duration (hours)	Category	Description of completed task	Challenges and/or next steps	Reflection
1/27/25	1	Other	Atteneded orientation meeting at 10 AM and went over inital information regarding the requirements of the class	Review all additional course handouts and submit my Background Intake Survey	
1/27/25	1	Research, Training, Learning	Researching the Flutter/Dart framework	I have never worked with the Dart/Flutter programming language, so understand the semantics of the language are going to be difficult to fully grasp in the span of the project and the course	
1/27/25	1	Coding	Worked on the project by continuing my progess on front-end development	Needed to ensure all front-end changes reflect the desired designs made in Figma	While I continue to finish the current screens in my project, I need to make sure I am handling state managament to store user data throughout the course of the onboarding
1/28/25	1	Supervisor Discussion	Had a zoom meeting with my project manager to see if they are willing to be my supervisor for this project.	Have another zoom meeting to discuss potential schedule changes now that I am starting my spring semester	
1/28/25	0.5	Team Discussion	<mark>Had an addition zoom meeting with my team members discussing the projects involvement in my school and changes in schedule that will come as a result</mark>	Figuring out a schedule that will comply with the 15+ hour requirement for the course and allow for work outside of the project	
1/29/25	1	Coding	Worked on the main onboarding screens and ensure proper error checking is made in each individual screen	Discussed potentially removing certain onboarding screens that may not be needed or changing them	
1/29/25	2	Coding	Integrating Supabase as our backend into the frontend and implementing functionality to handle user data transferring	I have never used a backend, let alone have to learn PostgreSQL and all of its new changes to the base SQL language	Since I have learned the basics in my CISC 3140 course, I am not fully worried about not understanding anything
1/30/25	1	Team Discussion	Discussed future plans of the project such as in-app purchases, possiblity of memberships		
1/31/25	0.5	Design	Redesigning some parts of the figma designs to better fit ongoing changes with the project scope		Ensuring desireable layout changes are made early and not later down the line
1/31/25	2	Testing & Debugging	Testing custom SQL tables through the frontend to ensure proper user data is being sent to the backend	Many, many, MANY bugs were found and need to be addressed	I am getting a litte bit more comfortable with PostgreSQL and it works
2/1/25	3	Coding	Made an initial screen for users who first install the app (create account/sign in to existing account)	We need to implement Google Auth for both Android and iOS and Apple Auth for iOS	
2/1/25	1	Research, Training, Learning	Learning about phone number authentication (Twilio and Twilio Verify) and account creation	Never worked on any sort of authenticated application so this is going to be difficult to understand	

Date	Duration (hours)	Category	Description of completed task	Challenges and/or next steps	Reflection
2/2/25	2	Coding	Continued work on the onboarding screens on the frontend and modifying the SQL tables to an ensure they work	New error encountered: "New row violated Row Level Security". Not sure what this is but I know I need to study more	
2/2/25	1	Research, Training, Learning	Looking in Supabase documentation of Row Level Security (RLS) and new policies that need to be made to give permissions to users trying to send data	While the documentation is old, I am still learning a substantial amount about PostgreSQL	Getting even more comfortable with PostgreSQL and how the supabase dashboard works
2/3/25	3	Coding	Finished first half of the onboarding process. Includes name retreival, date of birth retreival, and email retreival. Also includes asking if a user wants to enable notifications	Looking into how permissions are handled for Android since iOS permissions were handled by David	Since I have some knowledge on how permissions work for Android, hopefully this won't be much different for Flutter/Dart
2/4/25	0.5	Supervisor Discussion	Had a zoom meeting with my supervisor ot get approval on the screens that were developed		There were some specific padding, sizing, and margin issues that I need to address
2/4/25	2	Research, Training, Learning	Trying to figure out how to send OTP message via SMS to phone numbers that are creating an accout in the app	I need to register a number that will be used to send the OTP messages. I have no clue how that works but I will be doing more research on the topic	
2/5/25	1	Coding	Fixing padding, sizing, and margin issues that were addressed in my previous zoom meeting with my supervisor		
2/5/25	2	Testing & Debugging	After enabling phone authentication in supabase, I am testing their built in OTP sign up function and OTP code verification	Received a bunch of errors, specifially that the phone numbers aren't being processed properly. the format was not correct	
2/6/25	0.5	Research, Training, Learning	Researched PinCodeFields and INTL_Phone_Number_Input packages on pub.dev for better phone number input and OTP code verification	Figuring out the package functions and how to render them properly was difficult, but they have great documentation on how to use them so hopefully wont be that bad	Hopefully these packages address the number formatting issues I was getting before
2/6/25	2	Coding	Implementing the previously mentioned packages into the onboarding screens		Reading the documentation on the packages made the implementation process much smoother
2/7/25	1	Team Discussion	Since the onboarding flow is at the halfway point and nearning completion, I discussed with David how to better divide the workload moving foward for the front and back end		David will work on coding the remaining onboarding screens for now while I manage more of the supabase PostgreSQL tables
2/8/25	3	Coding	Fully functioning phone number account creation with OTP code verification. Helping David with the remaining onboarding screens since I finished my task		
2/9/25	2	Team Discussion	Worked with David on completing the Project Proposal Survey		

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2/10/25	3	Research, Training, Learning	Learning how to implement Google Authentication with Google Cloud Platform and how to integrate it into supabase	I have no clue where to start. Supabase has some tutorials but they are outdated	
2/11/25	1.5	Documentation	We are creating reusable components that we want to create documentation on, so me and David worked on making sure the documentation on these components makes sense for some else to read how they work		
2/12/25	1	Testing & Debugging	After going through the onboarding flow ourselves, me and David noticed some bugs that needed to be addressed		David is very knowledgable on the Flutter framework so he worked out the frontend bugs while I worked on some bugs in the SQL table code
2/13/25	2	Coding	Fixing the bugs we found in the onboarding process. Mainly some things that didn't exactly align with the Figma designs we were given and some buttons that didn't have or had buggy functionality	The buttons that had buggy functionality were ones that were uploading user images. I am still not super confident in my implementation of the supabase buckets and how to store and retreive data so this may take some time to debug	Once again supabase has some documentation on how to properly implement their buckets but it is out of data. Looking at stack overflow and other programming forums will likely have the answers I need
2/15/25	2	Supervisor Discussion	Had a zoom meeting with our supervisor about what design documentation me and David can use for the diagram deliverable		
2/16/25	3	Team Discussion	Worked on Diagram deliverable with David and filling out our timelogs		
2/17/25	3	Coding	Fixed onboarding bugs and got Google Authentication WORKING on both Android and iOS!!!!! Now moving on the actual main screen (visible profiles, likes, messages, and user settings)		Roughly two weeks of work to figure out why the Android side wasn't working. Turns out it was because of the release and debug keys that were premade by Flutter when the project was first made
2/18/25	2.5	Coding	David worked on developing settings screens, messaging screens, and game screens while I worked on the navigation between those screens	We have four main screens (profiles, likes, messages, and user settings). Our approach was to have a single bottom navigation bar while those four screens would populate the body of the bottom navigation	
2/20/25	1	Team Discussion	Missed a day of working because I felt ill so I talked with David about where we left off and anything I missed		
2/20/25	3	Coding	Creating re-usable components for profiles (main profile card with user specified data to be shown, and prompt cards with funny prompts a user might create)		

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2/21/25	1	Supervisor Discussion	Had a zoom meeting with our supervisor about what information me and David could include in the project tools survey deliverable	Had to make a GitHub repository and Clickup management board on the fly because of the NDA	
2/22/25	3	Testing & Debugging	Testing random profile retreival to show temp profile data made in supabase (Mine and David's account we made to test the onboarding process)	Once again supabase has documentation on how to get random profiles but all of it is out of date.	Since I've been working with the supabase API for a while now, I fortunately know what to do to make it up to date and work properly with our project
2/23/25	1	Research, Training, Learning	Researching best practices of using supabase realtime with Postgres table changes and how to read those changes through the Flutter framework		Probably one of the only documentation pages that is up to date so not much work to have to update on my end
2/23/25	2	Team Discussion	Worked on project tools survey deliverable with David. Updating time logs, updating slides to include our own git repo and project management tool since we can't share the actual project's code		
2/24/25	2	Coding	Random profile retreival partially working. There seems to be an issue with the reteival of profile images and their load times since they are hosted through supabase	Need to figure out how to optimize the photo uploads so that image retreival will be faster	Looking into this package from pub.dev: https://pub.dev/packages/cached_network_image . This will load images from the inital opening of the app so load times can be even more efficient
2/25/25	3	Supervisor Discussion	Discussed with supervisor about what me and David coud show in the 5 minute long video for the survey		
2/26/25	1	Research, Training, Learning	Continued looking in the cached_network_image package with David on exactly to pre loading user images when the app initially loads	We first want to get user image retreival first before actually implementing the cached images	
2/26/25	2	Coding	Reworking profile image retreival code because for some reason RLS is enable by default on supabse storage		Another up-to-date documentation page from supabase. That's 2 for 2
2/27/25	2	Testing & Debugging	Testing RLS policies to supabase storage for our 'profiles' buckets. This bucket will contain folder asocciated with a specific user's id and will contain all of their uploaded photos and later on, drawings when sending a match		
2/28/25	3	Team Discussion	Worked on project video deliverable with David.	Our video went over by 1 minute but we wanted to show what we were allowed to show in the video	
3/1/25	2	Coding	RLS policies are seems to be working (didn't receive any errors when applying them). Reworking profile image retreival code		David created a SUPER useful image processor to handle pretty much all image related processes between the front and back end. NEAT!

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3/2/25	3	Coding	Profile Retreival is now working!!! Me and David are able to view each others profiles and additional prompts we created	Now its time for the hard part. Handling new SQL tables to hold information about match requests. These tables are just for holding text either. Since we are implementing a new match making mechanism where a request is sent with a drawing, we need to accout for that too	
3/3/25	2	Coding	Continued work on the settings screens. We now have logout features		
3/4/25	3	Testing & Debugging	There was an issue with updating profile information, so we are taking a look in supabase to check for any errors in the SQL tables	Namely, we are unable to send updated profile images and prompts (a repeated error code 502; Internal Server Error is thrown every time we try to update something)	
3/5/25	3	Supervisor Discussion	Supabase is currently experiencing technical issues and is effecting our ability to continue testing of profiles	https://status.supabase.com/ for updates on the issues	
3/6/25	1	Team Discussion	Review current progress of our work and what we can do while supabase is currently down		Since me and David pretty much had all of the front and back end code finished for retreiving profiles, we talked about our next steps for implementing the SQL code for matching and messaging
3/7/25	2	Supervisor Discussion	Contacted Supabase support for help with the current database issues		
3/8/25	0.5	Other	https://status.supabase.com/ Supabase has resolved their database issues and we will start working on our match request mechanism		
3/8/25	1	Testing & Debugging	Ensuring the current front and back end code for retreiving profiles is still functioning and if we can proceed with the project		
3/8/25	2	Documentation	Copied all of our current SQL code into our Github repository incase of another supabase technical issue		
3/9/25	2	Coding	Me and David started working on the implementation of the drawing canvas since some of the packages we were looking into were not customizable in the way the figma was made	The canvas would require our own way on tracking finger movements and recording them to save them later.	

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3/10/25	2	Coding	David and I created a new class for specifically for handling the canvas area that a person will be drawing. This allowed us to better manage the amount of storage a drawing takes up through compression. Plus we implemented a custom UI for this canvas that fits the figma designs one to one		Image compression was one of the things that had worried me from the start, so making sure we had an effective way to directly manipulate drawings helps out a lot
3/11/25	2	Team Discussion	Prepared documents and demo app progess for the presentation with David		
3/12/25	1	Other	Completed live presentation with Professor Chuang		
3/13/25	2	Research, Training, Learning	Going back to researching the new SQL table structure for the requests table	Unlike apps like Tinder and Hinge, not only do we need to store both sender and recipient information, we also now need to include metadata about the drawing that was sent, the word to be guessed, and any message sent with the drawing	
3/14/25	2	Supervisor Discussion	Discussed with our supervisor to better understand exaclty what flow should be followed when a user accepts a drawing request and when a user rejects a drawing request		This will help to better structure the SQL tables not only for requests, but also for information on chat rooms and messages
3/15/25	1	Coding	Implementing new SQL table for requests in supabase		I am hopeful that with the current work I've done with SQL and the tables we have already that this will work on the first couple of tries
3/15/25	2	Coding	Implementing SQL functions in the front end on Flutter in the drawing_screen.dart that David created to start testing		
3/16/25	3	Testing & Debugging	Drawing URLs are not being stored from Supabase storage properly and are not being fetched properly when checking new records in the SQL table	I just noticed that the createdSignedUrl() function from the supabase_flutter API has an expiration time limit so image urls are being rendered as void and don't show anything	I might have to make the storage public in order to fix this issue since only a public storage bucket allows for urls with no expiration time limits. In terms of security purposes, RLS is provided for public buckets so creating secure policies for only authenticated users will mitigate the public url security issue
3/17/25	2	Coding	Adding RLS policies to supabase buckets so I can get expiration-free URLs for drawings and fetch them properly		
3/18/25	2	Testing & Debugging	Testing UI that David created to load drawings and sender profiles with the newly updated supabase buckets and request SQL table		

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3/19/25	2	Coding	Sending requests with drawings to other users is now working!!!!!! I was able to send David a drawing with a message attatched		
3/20/25	2	Research, Training, Learning	Researching supabase edge functions to now handle the rejection and acceptance of drawing requests	These edge functions will operate entirely through the server side, so these function will need to access the admin level supabase client to be able to bypass RLS policies on the storage buckets and remove drawings from the user that sent the drawing	Supabase provides some documentation on how to set up edge functions. Even though these edge functions use Typescript for developing, the documentation provides some easy ways to create the admin level supabase client
3/21/25	1	Testing & Debugging	Setting up docker to be able to deploy the edge functions I created to supabse and start testing them through the app		
3/22/25	3	Coding	Implementing code for deleting the specific image associated with a drawing request and to remove the record with the metadata of the request	I do NOT know Typescript at all. I need to research how exaclty to use the supabase-js API and write the appropriate code for the what I need. Not to mention the errors that might arise	
3/22/25	2	Testing & Debugging	Constantly getting 5XX errors when the edge function gets triggered	Not sure if the supabase client admin I set up is working or if the supabase functions I am using are working properly so I need to add some console log statements to check this out	
3/24/25	1	Design	Our supervisor told us about some new changes to the figma design with icons and animations that they want implemented, along with new screens for paid features		
3/25/25	2	Coding	I worked on importing the new icons while David created the UI for the new paid features		
3/26/25	2	Testing & Debugging	The issue with the edge function was that I was trying to access a record that was already deleted, so I was essentially getting NULL data back from supabase	Supabase requires that I use the old_record attribute from the HTTP GET response to access information about a deleted record, which I wasn't doing and simply trying to read the GET response directly	
3/27/25	3	Research, Training, Learning	Reading documentation on Typescript and how it interacts with supabase so I can better handle future errors with the GET responses and when sending information back to supabase	I have very minimal knowledge of Javascript and its syntax, and also how to use the fetch() function, so I'm really hoping it will transfer	

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3/28/25	2	Coding	Updating edge function code with the new old_record response attribute to properly access the information from the deleted drawing request record		
3/29/25	1	Supervisor Discussion	Successfully implemented rejection and acceptance flows with the edge functions and showed our supervisor the current state of the project. Also sent them the evaluation form for them to fill out for me		Essentially when a user accepts a request, all of the metadata in the given record gets copied over to a new SQL table that store the code so it is persistant through the chat. When a request is rejected, all of the metadata in a given row is deleted along with the image itself in the storage buckets
3/30/25	3	Team Discussion	Finished filling out Timelog and received evalutation form from our supervisor. Also finished the new deck of presentation slides		
3/31/25	3	Coding	Started work on the SQL table for messages. This table will handle messages within all chat rooms and contain a reference to all metadata about drawings that users will be able to send to each other	The main issue is that the front end needs to keeps the drawing metadata as the user navigates from the guessing screen to the actual chat room. The current edge function implementation simply deletes all of that metadata so I need to refactor a lot of that code	
4/1/25	2	Coding	Created a SQL table called room_drawings which will first clone all metadata about a drawing request if a user accepts it	I need to ensure that the metadata gets copied from the requests table before that record gets deleted. This will ensure that when a user accepts a drawing, the request wont show anymore	Since the room_drawings table and the table for requests are essentially the same, I can use all of the information from the requests columns and copy it very easily
4/2/25	2	Coding	The requests table has a status column that will change when a user accepts a drawing request, and either fails to guess it or guesses it corrently. So now I am going to refactor the edge function to first check the status column for either a win or fail and skip deleting the drawing and its meta data		
4/3/25	1	Supervisor Discussion	Had a meeting with our supervisor about what me and David can show with the current state of the project		
4/4/25	1	Team Discussion	Filmed the demo for the project presentation with David		
4/5/25	2	Testing & Debugging	Refactoring Flutter code to test the copying of drawing metadata from the request table to the new room_drawings table, and then navigating to the chat room		David created UI components for the message bubbles based on the figma designs so now I will render messages and drawings with those

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4/6/25	3	Coding	Copying the drawing request metadata worked!!!! Now it is time to work on the messages table. Since users will be able to send both text messages and new drawings games, the table will need to hold information about each so the UI components can adjust their height and content based on each message type	I will need to also create new tables with a unique chat room id and its room participants. This is key to ensuring that only two users can be in a single chat room at once	