

Home

Friday March 28th:

12:30pm – first meeting with Chris Moretti

Saturday March 29th:

4:30–6:30pm – group meeting to get started on front end and basic 'plumbing'

Basic dummy landing page – index.html – created with Bootstrap

Git accounts up and running

Sunday March 30th:

Drew a pen/paper sketch of our potential mascot, Biddie the Bat.

Discussed/downloaded/familiarized ourselves with tools – Django, MongoDB, Bootstrap

Discussed snack preferences

Wednesday April 2nd:

Set up Heroku App account, got Django running on it.

Thursday April 3rd:

Configured computing environments for Django/Heroku interplay

Got Vexflow configured and experimented making staves

Friday April 4th:

12:30pm – second meeting with Chris Moretti

Friday April 4th:

Worked out bugs in django server.

Implemented 404 page and vexflow testing.

Saturday April 5th:

Added Vexflow javascript libraries.

Edited CSS template.

Sunday April 6th:

Fixed errors in jquery and navigation.

Monday April 7th:

Changed fonts.

Tuesday April 8th:

Edited CSS.

Improved Vexflow functionality.

Fixed static file serving.

Added many URL patterns.

Wednesday April 9th:

General bug fixing.

Added modular support for html code using javascript loading.

Thursday April 10th:

Fixed linking issues.

Added interval recognition functionality.

Implemented jquery animations.

Improved CSS.

Worked on content for other pages.

Wednesday April 16th:

- It makes sounds now.
- There is a progress bar.
- Made stuff look nicer.

Thursday April 17th:

- User authentication is SUCCESSFUL. whaaaaaat #bosses
- It makes better sounds now. Also, started on adding melodies page.

Thursday April 24th:

- Help page error fix
- Basic melody implementation
- Fixed menu bugs

Friday April 25th:

- Went to unscheduled meeting with Chris.

Friday April 28th:

- Revamped color scheme
- Favicon, navbar changes

Saturday April 29th:

- Fixed base.html, templating html
- New animations

Wednesday April 30th:

- Font
- Templating
- Basic dajax functionality implemented

Friday May 2nd:

- Sign-in recognition changes
- Database debugging.
- Fixed about page again
- "yay things work again"
- Lots of database setting and getting debugging and leveling up work
- Logout fixed

Sunday May 4th:

- Hub page work, lots of it (essentially our user page, really easy to use)

Monday May 5th:

- Hub page and database work

Tuesday May 6th:

- Fine tuning and planning presentation

Wednesday May 7th:

- Demo'd

Friday May 9th:

- Hung out, took group pictures, said bye to Delaney
- Planned completion of report and internals

Saturday May 10th:

- Independently began work on internals and report

Sunday May 11th:

Final aesthetic tweaks, bug fixing based on user feedback. Updated instructions.
Worked a lot on internals and report

Monday May 12th:

Dealt with a good deal of javascript/database synchronicity issues that were uncovered by user testing
More aesthetic tweaks
Added interval name categories for test numbers on the games page
Internals and report

Tuesday May 13th:

Finalized site, made sure all was in order
Finalized internals and report
Prepared submission
Submitted