Individual Weekly Report for Abhishikth Kota

Joule

July 7, 2025

# Accomplishments

* Created a basic splash screen
* Explored Figma and installed fonts needed for development
* Imported needed icon sets and iOS toolkits for Figma
* Working app on iOS simulator
* Set up personal phone for development
* Read more chapters of “The Swift Programming Language”

# Weekly Activities

| Activity / Task / Work | Hours | Status |
| --- | --- | --- |
| Get started on developing some UI elements for the app in Figma | 3 | In progress |
| Get started on making a basic app with a splash screen that can be run on iOS | 4 | In progress |
| Figure out how to set up my iPhone to test my app in real time in parallel to the simulator | 2 | Complete |
| Read more of the “The Swift Programming Language” book to learn swift | 8 | In progress |
| Work on the design specification draft | 1.5 | Complete |
| Install necessary fonts for development on Figma | 1 | Complete |
| Work on status report for week 2 | 1 | Complete |
| **Weekly Total** | **20.5** |  |
| Previous Weekly Cumulative Total (Carry Over) | 20 |
| **Current Cumulative Total** | **40.5** |

# Plans for Next Week

| Activity / Task / Work | Est Hours |
| --- | --- |
| Research on how to have different pages within the app | 4 |
| Research on how to make a good app icon | 2 |
| Research on how to import assets and use for app in XCode | 4 |
| Work on status report 3 | 1 |
| Work on show and tell assignment for Wednesday | 1 |
| Learn how to use telemetry to measure performance in XCode | 2 |
| Read more of “The Swift Programming Language” | 8 |

# Response to Feedback

Since the last status report, I have not yet received any feedback as I only have a very barebone app. I am still learning the necessary languages and tools to develop the app.

# Other Reflections

* The work over the recent week has helped me to set up a good foundation to develop the app as I learn the fundamentals needed to bring my vision to life.
* I have learned more about how swift differs from C++, the language I normally use, and how I can use Swift’s modern features to my advantage to speed up the development process.

# Comments, Issues, Notes, Anything Else?

Comments for this status report: I only included four pages of my notes as I did not want to crowd the status report with too many images.

# Evidence of Work

Code from XCode for the splash screen for my app  
A screen shot of a computer program

Description automatically generatedA screen shot of a computer program

Description automatically generated

Figma mockup of splash screen to be implemented.A black cell phone with a black screen

Description automatically generated

Figma screenshot of blueprints for iOS UI developmentA screenshot of a computer

Description automatically generated

Screenshot of the splash screen running on iOS simulator. The screen is white so this might clash with the white page of word.

A white background with black text

Description automatically generated

Notes of the “The Swift Programming Language”. Only included four pages to avoid clutter. A blackboard with writing on it

Description automatically generatedA black board with writing on it

Description automatically generatedA black screen with white text

Description automatically generatedA blackboard with writing on it

Description automatically generated