Tyler Scahuss

Sprint #3

G00182110

**Research:**

**Polymer:**

[**https://github.com/Polymer/polymer/issues/3297**](https://github.com/Polymer/polymer/issues/3297)

[**https://www.polymer-project.org/0.9/docs/start/quick-tour.html**](https://www.polymer-project.org/0.9/docs/start/quick-tour.html)

[**https://www.polymer-project.org/1.0/start/first-element/intro**](https://www.polymer-project.org/1.0/start/first-element/intro)

**YouTube Tutorials:**

[**https://www.youtube.com/watch?v=MaWcS-10NIw**](https://www.youtube.com/watch?v=MaWcS-10NIw)

[**https://www.youtube.com/watch?v=eVR2gPS4rpU**](https://www.youtube.com/watch?v=eVR2gPS4rpU)

[**https://www.youtube.com/watch?v=wId1gMzriRE**](https://www.youtube.com/watch?v=wId1gMzriRE)

**Troubleshooting Resources: (as a refence, as we weren’t effectively seeing our project run)**

[**https://stackoverflow.com/questions/30277272/polymer-not-working-or-displaying-no-elements**](https://stackoverflow.com/questions/30277272/polymer-not-working-or-displaying-no-elements)**’**

**Moving from Polymer to Material Design Framework for the UI**

[**https://material-ui.com/**](https://material-ui.com/)

[**https://materializecss.com/about.html**](https://materializecss.com/about.html)

**Tutorials for Material Design - The major issues we were facing with Polymer, wasn’t allowing us to properly run the environment to see our progress within the project. We decided to move to Google’s material design to have a better experience for development and the users.**

[**https://www.youtube.com/watch?v=8AkLfYOgIrE**](https://www.youtube.com/watch?v=8AkLfYOgIrE)

[**https://www.youtube.com/watch?v=ijRFjD-Ao4E**](https://www.youtube.com/watch?v=ijRFjD-Ao4E)

**Node.Js**

We as a group decided to use node.JS. I also haven’t dealt with node.js before. I decided to watch tutorials to better understand the JavaScript run-time environment.

<https://www.youtube.com/watch?v=TlB_eWDSMt4>

**Text-to-speech**

Researching as a group on the text-to-speech operations with JavaScript using an API.

<https://youtu.be/ZORXxxP49G8>

**GitHub Progress: (Sprint #3)**

