

The Giving Game: Project Log

The Giving Game

29 Maart 2015

University of Amsterdam

Julian Ruger 10352783

Contents

Week 1	3
Monday 30th of March 2015	3
Week 2	3
Week 3	3
Week 4	3
Week 5	3
Week 6	3
Week 7	3
Week 8	3
Week 9	3
Week 10	3
Week 11	3
Week 12	3

Week 1

This week I managed to ...

Monday 30th of March 2015

Today I met with my supervisor. We discussed the project plan I made before the start of the project. We agreed to meet at least once a week. This meeting will take place each monday at 10.30 a.m. with the exception of next week. Next week the meeting will take place on Tuesday at 11.00 a.m. because of Easter. This week I will be working on designing the simulator and the literature study.

Tuesday 31th of March 2015

I used this day to improve my knowledge of Python. I searched the internet for Python packages and frameworks I might be able to use. For example I found the Qt framework which I will use for the user interface of the simulator. I read the documentation for this framework and for other packages and I did some tutorials.

Wednesday 1st of April 2015

Today I started designing the simulator. Today I did most of the designing on paper and I put some thoughts in the design document. Tomorrow I will continue with the design of the simulator and try to finish the design document.

Week 2

Week 3

Week 4

Week 5

Week 6

Week 7

Week 8

Week 9

Week 10

Week 11

Week 12