Justin Hinds

Status Update

I spent most of my time on debugging and building graphical assets

I spent most of my time here because the issue I was attempting to debug was fairly simple looking back. It was just in plain sight and did not realize the issue could be so easily resolved. The bug I discovered was in relation to deleting the paintings from the gallery. I just simply needed to adjust a property for the collection view to stop the issue. Also for the graphical assets I am not an artist and so the simple work to a little longer than I would have liked.

With practice I will get better at these things so that in the future they will be less time consuming.

This week I am about an hour or so under the 20hr/week goal. Much of that is due to doubling up on the Braintree API last week.

In the future I will set a more rigid and structured schedule for developing.