Project title:

Group members: Logan, Santi

Link to original project proposal document:

Date, members present	Goals	Progress achieved	Actions before next class?
25/07/25 Santi, Logan	Come up with an innovation that can help to solve a real world problem.	We came up with the idea of an app that helps people to increase lung capacity as a game through different breathing exercises that increase in difficulty.	Continue to research competitors and possible designs.
28/07/25	Research some concepts	We started to create some code for how the app/game could work.	Continue to work on the code.
01/08/25	Make a simple version of the app that shows how the breathing game works. We wanted to make a timer that tells people when to breathe in, hold, and breathe out.	We drew a basic design for the app screen to show the breathing cycle. We also wrote some code to make a timer that counts down for each step: inhale, hold, and exhale. Right now, it just shows the timing and doesn't give any points or rewards yet.	Try different times for each breath step to see what feels right. Work on making the app look nicer and easier to use.
05/8/25	Add fun game parts to the app to keep users interested. We wanted to add a points system so users can see how well they are doing.	We made a simple scoring system where players get points for following the breathing correctly. We also made a way to track how users improve over time. We thought about some challenges that can make the game	Ask friends or classmates what they think about the scoring and how easy the app is to use. Start working on the look of the app — colors, fonts, and maybe some simple animations.

		more fun.	
12/8/25	Organize our project tasks and timeline by creating a Gantt chart. This will help us plan what needs to be done and when.	Started making a Gantt chart that lists all the main tasks and shows how long each will take. This helps us see the order of tasks and deadlines clearly.	Finish the Gantt chart with more detailed tasks and share it with the group for feedback.