Yes Chef! Logbook

February 2025

3rd February - Mert Terkuran, Barış Sunar

- Discussed how game should work.

- Designed general structure of game engine. Some design blueprints were created.

6th February - Entire Group

- Group meeting was held. Frontend design changes were discussed.

10th February - Serhan Turan, Mert Yamalı, Ulaş Keskin

- Recommendation algorithm started to be developed.

- Made contact with API companies for food databases.

15th February - Mert Yamalı, Mert Terkuran

- Backend hosting was moved to AWS.

- Game engine coded to work with text.

20th February - Entire Group

- 1st progress meeting with the instructor.

26th February - Entire Group

- Firebase started to be implemented in the project.

- Inventory system was discussed.