

Yes Chef! Dev Logbook

January – February 2025

6th January – Entire Group

- After the demo, we took a break. We had a Zoom meeting to discuss demo results. Shared the new tasks.

26th January- Entire Group

- We talked about our progression.

3rd February – Mert Terkuran, Barış Sunar

- Discussed how the game engine should work.
- Designed the general structure of the game engine. Some design blueprints were created.

6th February - Entire Group

- A group meeting was held. Frontend design changes were discussed.

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

- Serhan Turan started to implement the voice assistant.
- Mert Yamalı started to implement multimedia storage for the app (Firebase).
- Ulaş Keskin started to improve the UI of the existing pages.

20th February - Entire Group

- First progress meeting with the instructor.
 - The demo and presentation performance were discussed.
 - The instructor explained what they are expecting.

26th February - Entire Group

- A group meeting was held, and we discussed new functionalities.
 - Mert Yamalı initialized the Firebase connection.
 - Serhan Turan ran some tests on the web to see Expo's speech library's performance for implementing text-to-speech functionality.
 - Mert Terkuran, Barış Sunar implemented the first version of the game engine.
 - Ulaş Keskin created the first version of the social page.