3/8/2023

Christopher Boamah Mensah – Week 1 Leader

* Learned how to use Figma to use it as a wireframe for the design of the website.
* Website design will be based on math related material.
* Youtube API will be use.

Ariany Mendes

* Yesterday cleaning and catching up on the materials of things learned yesterday.
* The design of the website and questions regarding website design – what needs to be wanted.

Jancarlo Sevilla

* Review on the definition of the material learned from yesterday.
* Wireframe designed on paint. Website design will be pizza base and space base.
* The NASA API will be used

Hiwot Gebre

* Catch up on materials from yesterday session ensuring material learn.
* Planning on the design of the webpage.
* Revised on material and definition of material learned.

Dorian Patterson

* Setting the design of the website – a guide to a videogame as an employee manual.
* Reddit API will be use.

David Melech

* Started on designing webpages.
* Brainstorming on what API will use as well as how to make it functional

3/9/2023

Christopher Boamah Mensah – Week 1 Leader

* **Yesterday**
* Reworked project – displaying capitals of the world and its continent.
* Webpage layout design is done.
* **Today**
* Written base skeleton of the website.

Ariany Mendes

* **Yesterday**
* Project 0 work – HTML website as well as CSS Design
* Tried JS work but need to relook into notes.
* Tried to connect to API; however, problems occurred.
* **Today**
* Researched more in-depth on API documentation.

Jan Sevilla

* **Yesterday**
* Worked on website P0 – continued HTML and CSS styling.
* Researched documentation on NASA API.

Hiwot Gebre

* **Yesterday**
* Project 0 work – HTML body and CSS design
* Problem on working with API

Dorian Patterson

* **Yesterday**
* Set of basic structure of the website – wireframe completed
* Setting basic palate design and layout design on website.
* API research and lookup on free API keys

David Melech

* **Yesterday**
* Lost progress due to technical issues.
* Need to redo setup and work on project.