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Log for Week 5: 9/19-9/23

16 hrs

What - Mobile Login and Registration

Wrapping up login functionality and enabled registration. The reason it took so long is because there were delays due to getting the webserver with the endpoints up, other classes took priority, and login/logout toggling became a huge issue. Luckily, I was able to make it extremely simple and avoid the async problems I was facing.

Log for Week 4: 9/12-9/16

18 hrs

What - Mobile Login

I spent most of this week implementing the login functionality for the mobile including the registration flow we designed.

Log for Week 3: 9/5-9/9

18 hrs

What - Mobile Environment and Build Debugging

I wanted to get the Login screens ready during the long weekend so that when Kolby finished getting the JWTs set up, we could easily work together on connecting it to the Mobile. Unfortunately, the project stopped building and it turned into a three-day long saga of trying everything on the internet several times, waiting on XCode to take a 4 hour update, and deleting the repo entirely off of my computer and cloning again.

On the bright side, I got it figured out and finished implementing the Mobile Login screens and will meet with Kolby either this weekend or during the next week to make sure it connects properly.

I also helped Lindsay with her environment issues on the mobile!

Log for Week 2: 8/29-9/2

5 hrs

What - The Models and Tables added to the database: Onboarding, Event Prompt, Comments, Attendance

I also made changes to the EventModel. Instead of a collection of Groups, we just store one group object for event that is created. I also adjusted a few methods in the DbInitializer as well as added to them for the new tables.

This also has the changes that include First and Last name to the registration process and linked the MeetContext UserId to the Identity User ID

Worked with Ethan on the User linking

Worked with Kolby slightly on debugging things with the database context

Log for Week 1: 8/22-8/26

4 hrs Team Meetings and reintroduction to code. We updated the design document and published our team website

Worked with all teammates