

Log for week 3: September 6 - September 9

8 hours - I worked on trying to mock out what the website front end will roughly look like. I believe I finished a very primitive layout of how the user can interact with the website. None of it is really connected to the back end at the moment, I tried to put areas in the code on where a backend call will go for later. I spent quite a bit of time learning JS promises since I was having errors related to that and I believe I got something working correctly. I also attempted to write some queries to get the data from the backend instead of just returning mock data for displaying, but this hasn't had much work and hasn't been finished and will be continued into next week.

1.5 hours - Trying to figure out why the mobile app won't launch on android. I didn't really get to the source yet. Hope and I were gonna meet up sometime to see if we can solve the issue. She has something working on the ios side, but when I try to run the android side, it fails to build. Neither of us can really figure out why, so we're gonna get together and hopefully solve it.

2 hours - Meet with Hope to figure out the android build issues from react-native.

1 hour - I meet with the team to do the WMR and design document.

I worked with Hope, Ethan and Kolby to finalize the design document.

Log for Week 2: August 29, 2022 - September 2, 2022

1.5 hours - I spent time writing out what API calls we might need and put them in a Google Doc for the team to see.

30 minutes - Setting up Postman for team use to help with API testing. We might end up using our own personal Postman workspace though since the team one only allows for 3 people on the free tier.

1 hour - Worked with Kolby to lay out some of the API call stubs in the code, but they don't do much currently.

30 minutes - Worked with Hope on learning how a GitHub PR(Pull Request) works and how we want to do it as a team.

4 hours - worked on filling in some of the API calls with dummy data, I put this on a separate branch. I really only got to 3 of them related to user calendars since I was struggling with some of the libraries we are using. This was mostly something I wanted to do to practice using some of the things we are going to use during capstone. These APIs are going to be changing within the next few weeks more than likely.

1.5 hours - Meeting with the team to finish the WRM and do work on the design document update 1 Timeline and assigning features to people.

I worked with everyone on the team this week at some point.

Log for Week 1: August 22, 2022 - August 26, 2022

4 hours: Team meetings to plan the upcoming semester and updating the design documents

1 hour: Looking over the code base again, becoming familiar with it and reminding myself of stuff forgotten over the summer.

This week I worked with my entire team on the design document and planning.