Log for Week 6: September 26, 2022 - September 30, 2022

1.5 hours - I put an outline of a user guide in our shared Google drive folder. I put a draft of what things we expect our users to be able to do with our project.

6 hours - Figuring out how adding people to groups(B4) will work on the front and how to pass data from frontend to backend and how the frontend needs to receive data for displaying. I'm making some simple backend calls for the frontend to hit to see how things connect.

3 hours - Worked with Ethan to better connect the backend that he's working on to the web frontend that I've been working on. Previously, I made my own backend API call to call from the frontend. Since Ethan's been finishing some work on the back, we decided to connect them better.

 I worked with Ethan to merge the backend and web frontend, he did most of the backend and I did most of the frontend.

Log for Week 5: September 19, 2022 - September 23, 2022

1 hour - Polished the login and register page Kolby created. Along with adding a frontend button for the users to log out. Made it so only users logged in could access certain things.

6 hours - Worked on making the create event popup for users work better, such as having automatically filled date and time values based on user selection. Making it so data was getting passed around in the correct date format from frontend to backend, JS date(front) to UTC(backend). Along with testing to make sure that user created events are being saved to the database correctly for B3 with the changes from the event popup.

1 hours - General style updates for the website. Along with adding some layout for future features

I didn't work with any teammates this week outside of team meetings.

Log for Week 4: September 12, 2022 - September 16, 2022

12 hours - I worked on B3(Create a personal schedule/calendar from scratch inside Let's Meet) of the design document. I got something working, I tested it with Postman and the UI and it seems to be displaying and saving to the database correctly. It took me a while to do because I kept running into issues with the database. Logged in users should now be able to view, add and delete from their calendar. It has a bit of error handling, but some more needs to be done. Along with making the add event popup a bit more interactive than it currently is.

I worked with Hope, Ethan and Kolby to work on the re-eval timeline.

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.