

Hope Welch  
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Log for Week 10: 10/31-11/4

10hrs

What - (B5) Got refresh on calendar flat list to work, Authorization on API calls, bug fixes and half way through prep for the let's meet button

Log for Week 9: 10/24-10/28

8hrs

What - P1 add friends and join groups frontend mobile

Also, worked for an hour with team discussing issues we were having with domain names and QR codes.

Log for Week 8: 10/17-10/21

12hrs

What - B4 be able to create and join groups without API calls for Mobile

(work was mostly done over the weekend)

How we approached groups changed at the beginning of the week, so I had to start over on the progress I made with it. Because of my other 3 demanding classes, it will not be ready in time to be included in the User Guide.

I also created all of the Mobile tutorials in the User Guide and worked with the team on updating our design doc.

Log for Week 7: 10/3-10/7

19hrs

What - Mobile Event Wrap up and Mobile groups

After Kolby fixed some things going wrong in the dev server, I updated the url that Mobile uses to communicate with the dev server and implemented event actions (create,get,delete) with the API calls instead of hard coded functionality. It took much longer to get those wrapped up than I thought it would, so I was only able to make a little progress on group functionality for mobile rather than finishing completely.

Log for Week 6: 9/26-9/30

12hrs

What - Mobile Calendar rework

We decided that instead of having a full calendar view on the mobile, we want to see a 'day' view, meaning focus more on an 'agenda' style. It was really rough going since there is not a lot of documentation and examples for the library we chose, but after taking a break I was able to

figure it out, style it up, and get it ready to accept event objects from the right API calls. I also redid the way we create events from the Mobile side. No real API calls are made yet.

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