**Edward Hayford Addo**

CodLogic Software Engineering

Information Systems Department

Log for Week Ending **28/08/2020**

Total Hours: **63**

Cumulative Hours: **99**

**WEEK 3 LOG**

This week had been equally fun and challenging. It was our second week on our project. Our project manager Miriam had been positive and optimistic about the progress we have made so far with the project. My teammate and I worked on the UI/ UX and the Database Schema for the web based chat application this week. The start of the week, we mainly took inspiration and did research on existing web messaging applications. Based on the scale of the project and our best skills we split the work amongst ourselves. I took the UI/ UX design of the project and Kobby took the design of the database.

The next day, Tuesday, Miriam met with us in the morning, we discussed and reviewed the flowcharts of the systems. She suggested some major corrections that had to be implemented in the flowcharts. Turns out the flow of most our processes were flawed. We made the necessary changes and corrected them. After the early meeting, I was set up to begin designing the UI of the chat application. I designed the Chat, dashboard, task scheduler interface and the login UIs. While I worked, Kobby did his research on database schemas and drew some tables and added fields to those tables. I had an academic assignment to perform the next day, so I did not show up to work on Wednesday.

On Thursday, we had a meeting with Miriam where we discussed the scope of work and outline for the internship period. She also made it clear our new reporting time and duration for break which are 7:00AM and 30 minutes respectively. Later in the day, I finalized the design of the UIs for the dashboard and Chat interface. I also started prototyping my designs. While I was at work, Kobby also finalized the database table relationships and ran the migrations needed for the database.

Friday, was not best day of the week for me. After going through the designs, Miriam told me those designs were not what were expected. I was told to come up with an entirely different design that resembled what we had originally discussed in the first days of the start of our project. I managed to come up with something but it was low quality and the prototyping was not on point, at all. This was mainly because I had very little time to work on the new design. The presentation started off at 4:00PM, I was very low-spirited, and my superiors pointed out some obvious mistakes and omissions in the designs. They suggested some very clever but challenging solutions and encouraged me to keep up the good work although what I presented was not finished. I think the internship will get more challenging and demanding but with such people as my superiors I believe I will be able to pull through. Overall this week has been somewhat productive, however I am confident in my abilities now and I believe I am ready for anything that comes next.