


**Project Journal - Make DAILY entries to document your progress. This is your Developer's Record.**

You will have daily prompts on the Agenda board, however, you should also include details of progress. For example, successes/challenges, things you learned, discussions you had, something new you tried and its outcome, etc. You may also take screenshots or insert pics to enhance your descriptions.

DATE	ENTRY
Tues. 10/3	We worked on planning out the goals of our game and how we wanted the layout to be.
Wed. 10/4	<p>We started with basic layout and sharing ideas for the perfect app. Adding good background images changing all the buttons.</p> 
Thur. 10/5	Started throwing code in trying to learn the concept of what the coding needed for the timer and making the ball move
Tues. 10/10	Made the game work more fluent, fixed bugs, and started working on our flow chart.
Wed. 10/11	Finished flowchart and added an end screen with score and trump. Also Oof.wav

Thur. 10/12	Finished our app and started making touchups.
Fri. 10/13	Continued with extra adding and fixing bugs.

**Reflective Summary:** In the space below write your personal summary using notes from your journal entries. Be sure to add your app's .aia & .apk & QR code when your app is complete!

At the start of our project we came up with the idea of remaking Wackaballs from Scratch. After a few days of struggling to figure out a timer we restarted. For a day we went with the idea of a drawing app. I missed a day because having a half day at my school and when I came in the next day Jayden had a completely different app. The goal was to tap a ball and get points and we went with it. Added graphics and fixed minor issues. That Wednesday I missed because of PSATs. When I came in the next day Jayden had come up with a timer for the game. We added another screen and made it so that when the timer reaches 0 it goes to the second screen and displays your score from a database. We spent the next few days getting the timer to work perfectly and added background music while your playing. Finally we added custom graphics for everything that didn't have one.

Our first sprint was just coming up with ideas and failing until we got the idea for our current game. Our second sprint we got the game to function in a playable manner. In our third sprint we made the game look pretty, work fluently, and sound good. As far as scrum I think we were pretty well balanced I was guiding Jayden and he put everything together. I made up for the times I was gone and he was here working on the game by making all the graphics for everything.

As far as our game works when you click the start button it changes the increment that is subtracted from the timer to 1 from 0 to start the clock and starts the music. Everytime the ball is clicked it goes oof, gives you a point, and picks a new random location within the canvas. At the end of 30 seconds it turns timer increment back to 0, sets the timer to 30, puts your score into a databases, stops the music, sets score back to 0, and puts you on the second screen where it displays your score from the database and lets you draw. Whenever you click the random color button on that screen it picks a random color for you to draw with and if you click the clear button it clears the canvas. If you hit the back button this process repeats.

During this I learned some basics about databases and how they work. Also learned music implementation and making it change as the game does.

### Barcode link for whackdatmole



OK

Note: this barcode is only valid for 2 hours. See [the FAQ](#) for info on how to share your app with others.