

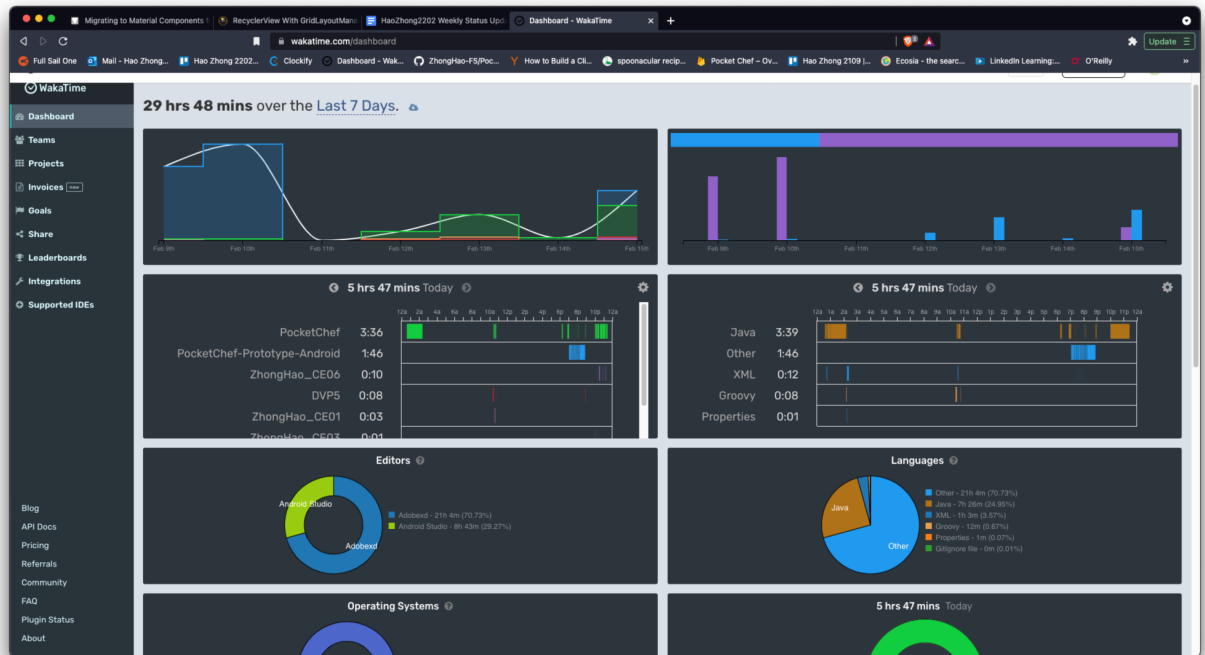
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**Hao Zhong**

Project and Portfolio 5 (MDV358)  
2202

# Weekly Status Update1

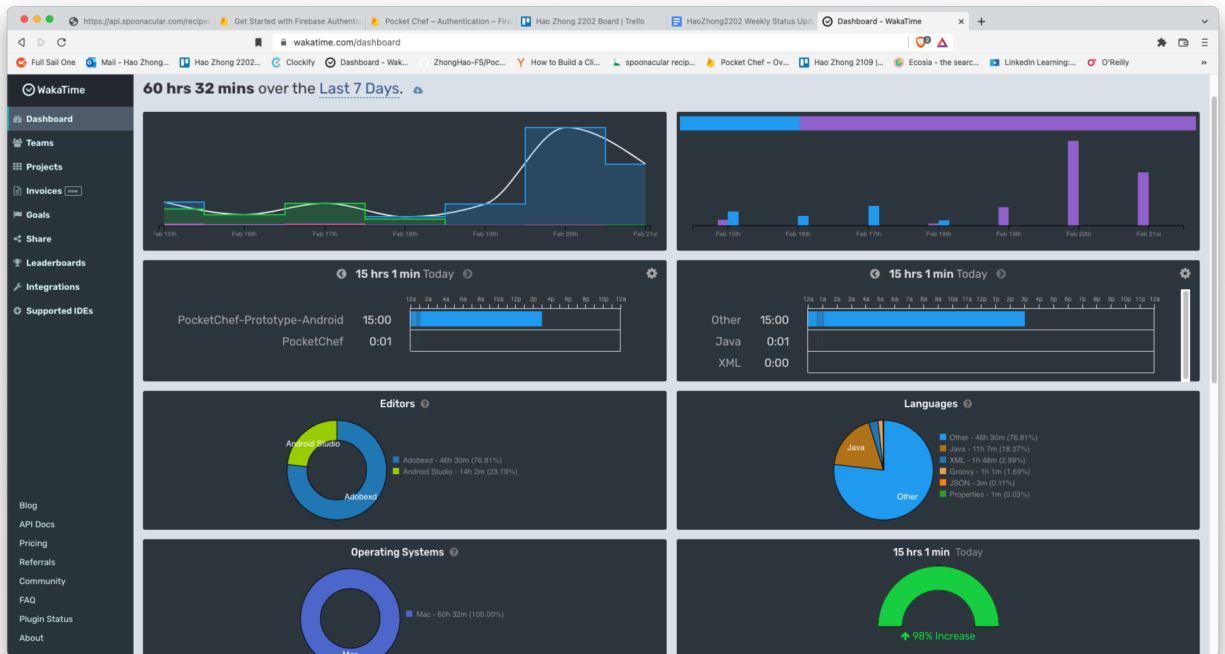
For week2 (including this Monday and Tuesday because I was behind), I spent 24 hours working on the project: with 15 hours on prototyping and UI designing, and 9 hours on Android Studio coding. I spent the most time doing prototyping and designing on Adobe XD because this is what the detailed design of my entire app is built upon, and I need to be very careful about it. In the future, if I become more experienced in doing agile projects and working with a team I will spend more time communicating or testing. But I would not lower the amount of time planning since it would be essential.



I was a little behind by the end of the week2 and the beginning of week3 because of Valentine's Day and I spent some time traveling. But I will make sure to make up for it and catch up by the end of the week3.

## Weekly Status Update2

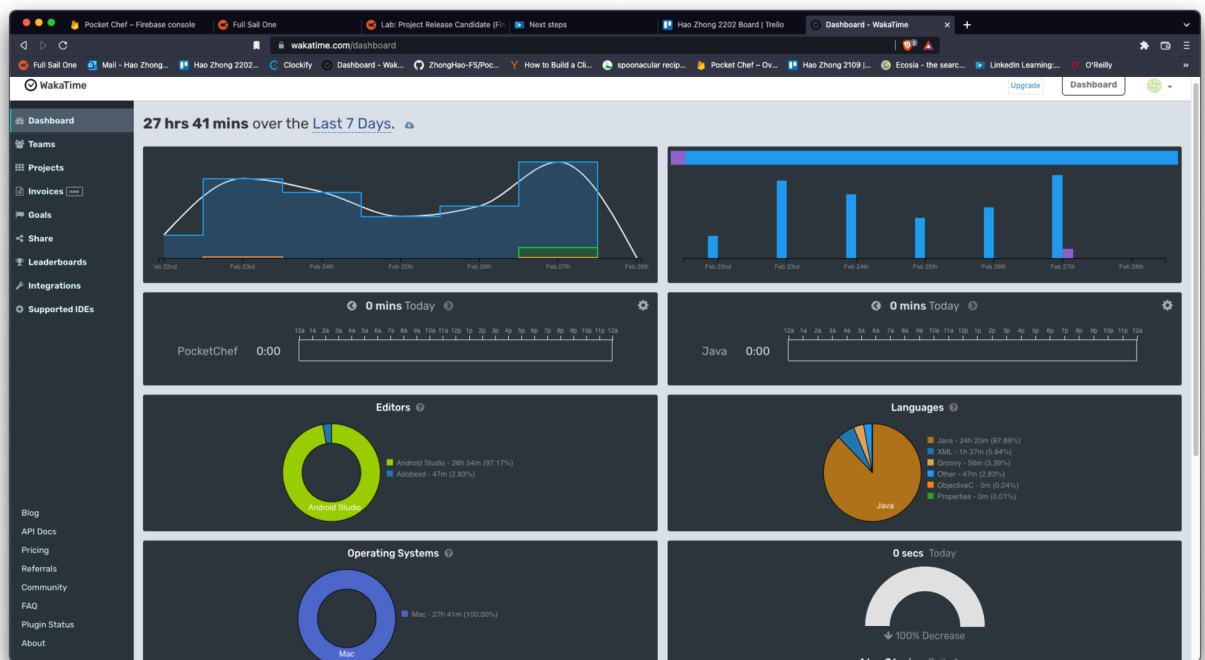
For week 3, I spent 29 hours working on the project, with 3 hours on reading documentation, and 26 hours spent on Android Studio coding. More specifically about coding, I spent most of the time displaying the search results properly (both for functionality and UI). The amount of time seems short (a little less than 30 hours) this week because I have assigned last Monday and Tuesday to week2 to catch up with the last milestone.



There is 1 problem with WakaTime here that is bothering our time recording. It is when both Android Studio and AdobeXD were open, it will only count the time spent on Adobe XD. Usually, I was simply coding and only opened XD on the side to make sure that my UI is coded accordingly. Most of the time I forgot to close the XD when it is not displayed in the foreground anymore, and if I forgot to shut down my laptop overnight, it will show that I worked on Adobe XD for 24 hours a day. So either WakaTime has to fix their plugin, or I will need to be very careful about opening and closing Adobe XD.

# Status Update3 (Post Mortem)

For week 4, I spent 30 hours working on the project, with 7 hours on reading documentation, 20 hours spent on Android Studio coding, and 3 hours watching required videos and preparing files for submission. More specifically about coding, I spent most of the time implementing the `onClickListener` for view holder and `recyclerView`. The reading and writing functionality of Firebase seems to be reliable during this week.



Overall I fulfilled all the functions and requirements in our plan. So far PocketChef can be called a completely functional prototype. However, its UI fulfillment and UX design are still a little far from commercial-level apps or being ready for a GooglePlay release.

But nevertheless, I will keep this app in my professional portfolio and look forward to finally finishing and publishing it as a quality product one day.