**Summary of Hours and Justification**

A picture containing graphical user interface

Description automatically generated**Aaron Verst**

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Throughout the development of my team’s web-based application called Gigseek, I had the opportunity to work on numerous different aspects of the application’s architecture. Due to our limited team size and strict deadlines, it was vital for every team member to be familiar with every component of Gigseek. In the initial stages of our project’s timeline, I spent most of my time working on documentation and planning tasks. This included the creation of design sketches, creating flow charts, researching tools and libraries to include within our stack, and assigning tasks to other team members. By thoroughly and carefully completing this pre-development work, I believe that work during the development stages of Gigseek was much more streamlined, and minimal confusion about team roles/assignments arose.

After completing my pre-development planning tasks, I was then able to move towards actually writing code and bringing Gigseek to life. Due to having a team member drop out between the fall and spring semesters, I was required to pick up additional coding responsibilities. Gigseek’s core architecture is comprised of Javascript, HTML, and CSS. All of my programming responsibilities required an in-depth knowledge of these languages and I was required to do research on these languages in order to implement the features that we had defined in the pre-development phase. My primary task on Gigseek’s front end was ensuring that the user was met with a clean and easy-to-use interface when interacting with our application. Some key areas that fell under this realm included, creating a dynamic and object-oriented profile card, creating a welcoming home page, and creating a unique profile page. Throughout my development, I often drew influence from popular social media websites that are known for their seamless user experience. Some of these apps include Airbnb and Spotify. Overall, I learned and sharpened numerous of my frontend development skills through designing and creating Gigseek. However, due to challenges and timeline modifications, I was unable to develop my backend development skills as much as I would have liked. Overall, I spent roughly 5 hours working on documentation. This included work on defining user pathways, documenting our stack structure, and documenting page elements. Roughly 8.5 hours were spent planning for development and implementing the required tools and data to begin coding Gigseek. Finally, 45 hours were spent actually developing through writing and testing code. These coding tasks were done primarily in HTML, CSS, and Javascript. Overall, the total number of hours spent was approximately 61.5 hours.