

SPRINT	DATE	TASK	TIME SPENT (MINUTES)	DESCRIPTION							
1	Feb 2, 2025	Login and register pages	45	Designed the frontend of the 'login' and 'register' pages							
1	Feb 6, 2025	Dashboard/home page	90	Designed the dashboard where the user can see what channels they have access to, as well as the messages that are part of the selected chat							
1	Feb 7, 2025	Fixes	20	Fixed issues with browser imposing CSS on autofill, added logout button, fixed login and register pages CSS							
2	Feb 9, 2025	Add teams feature	120	Implemented a "create teams" button that brings up a menu that allows the user to group other users into a team							
2	Feb 10, 2025	teams feature fixes + toggleable sidebar	120	Added a button to toggle the sidebar with all the teams and fixed frontend for the 'create teams' menu							
2	Feb 12, 2025	Channels feature	90	Implemented a "create channel" button that allows the user to create channels based on the users in that team							
2	Feb 13, 2025	Fixed channel feature and conflicts	150	Fixed issues with channel creation. Also, due to a conflicting merge from two branches into development, there were plenty syntax errors and frontend errors that had to be fixed							
2	Feb 13, 2025	Fixed DMs frontend	60	The frontend of the DM dashboard was messed up due to a branch merge so I fixed it to properly resize the message bar and the message area as the sidebar gets toggled.							
2	Feb 14, 2025	Fixed channels message frontend	30	The channel message area did not properly resize with the toggle of the sidebars. This issue was fixed alongside some style changes.							
2	Feb 21, 2025	Frontend fixes	10	Fixed problem of logout button covering the last item of DMs and Team list							
2	Mar 3, 2025	Toggleable channel member list	45	Allow the user to open/close the channel member list							
2	Mar 5, 2025	Allow user to edit profile 1/2	90	Implemented feature to view profile information							
2	Mar 6, 2025	Allow user to edit profile 2/2	450	Implemented feature to edit profile information, and UI fixes to show loading screens							