

PROGRESS REPORT

“Greeting Application in GameHouse Europe BV Eindhoven”

By Armin Roshan

Purpose of this report is to give an update to school mentor Li.li L. This report will give the mentor an overview of the progress of the project. This report will be updated and handed in every two weeks on Tuesday before 8AM.

SCOPE AND PURPOSE

Propose of this document is to give an update to the school mentor regarding progress of the project.

PROGRESS

Following tasks were covered in the pasted week.

- Write a questioner with regard of the project plan.
- Setup my environment on my new laptop.
- Meeting with company mentor Ellya.
- Interviewing the formal client regarding the project plan.
- Identifying the minimum requirement.
- Research on frontend frameworks.
- Learning about Angular II framework.

ADDITIONAL WORK

Completing a small music search application using angular II and Spotify API in order to put what I’ve learned in to practice.

QUESTIONS

At this phase, there were no questions.

EXPECTED RESULTS

[armining/spotifyApp](https://github.com/armining/spotifyApp)