

## TECHNOLOGY STUDENT ASSOCIATION WORK LOG

Date	Task	Time involved	Team member responsible (student initials)	Comments
September 1, 2024 to September 31, 2024 1.	Any initial research was conducted. Planning for the website has begun.	1 hour per day	A.D. J.W.	Researching the given topic at hand is critical in determining the navigation, color scheme, hierarchy, relevant animations, and content. The first few weeks were dedicated towards learning the topic at hand.
October 1, 2024 to October 31, 2024 2.	The website was set up. A basic layout was decided on, and content was added.	1 hour per day	A.D. J.W.	The website's source code was created, and any necessary dependencies were installed. The website is almost done in terms of content, and styling the website has started. Placeholder media has been added.
November 1, 2024 to November 30, 2024 3.	Prototypes for more complex layouts were made and implemented in the website.	45 minutes per day	A.D. J.W.	Any remaining content was added to the website. Sketches and prototypes for the website's design were developed. There is an emphasis on mobile-responsiveness to ensure a variety of devices can access the website.
December 1, 2024 to December 31, 2024 4.	Graphics, media, and additional styling were added to the website.	3 hours per day	A.D. J.W.	The styling for the website has started. On the side, 3-D models are being created to eventually form 3-D animations. The website is partly mobile-responsive, and a few pages have been completely styled.
January 1, 2025 to January 31, 2025 5.	The layouts were adjusted for mobile-responsiveness. Proofreading and citations were done.	2 hours per day	A.D. J.W.	The website is mostly mobile-responsive, and the styling is almost complete. Animations, transitions, and effects are added. The 3-D models and animations have been added. Any required forms have been uploaded.
February 1, 2025 to February 13, 2025 6.	Any final animations, effects, and elements were added. Bugs were fixed.	1 hour per day	A.D. J.W.	The website is complete and ready for submission. Stability and bug fixes was the main focus in the final few days of development, and many noted issues were fixed.