Christopher M. Grant's Timesheet

Week 1 - (6 Hours):
1. Drafted the idea/problem (originally wanted to make a Facebook Notification App)
2. Storyboarded my design (see attached picture)
3. Broke the design / idea into miniproblems
(logging users in/out, carrying out an actions for new or read notifications, etc.)
4. Assessed what I would need in order to implement:
 (Facebook Platform API / Toolkit for Python--oAuth for user authentication;
Notifications.get feature for scraping "pokes", wallposts, etc; make calls to Facebook's
GraphAPI via the desktop rather than webserver aka the "client-side flow approach";
and the Legacy REST API; and Python's webbrowser module;)
-The total time spent last week on the above duties and two CA meetups was about 6
hours (1 hour per meeting, 4 hours of independent study, research, and drafting).

Week 2- (10 hours):
Facebook API research, learning Unix commands to install modules via Terminal,
resolving and identifying issues. Found documentation to be poor and limited; switched
gears and changed project idea to Facebook Top Friend. Met with mentor for 1 hour.

Week 3 (17hrs):
figured out top down design structure. researched graphic requirements.
met with mentor twice (2hrs). programmed, debugged, and photoshopped