Game Shelf

Progress Report

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CS624-Online Full-Stack Dev – Mobile App CSMS

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**Overview**

This progress report summarizes the work completed on the mobile application project for CS624 as of May 25, 2025. The project is being developed collaboratively by Nikolaj Wochnik, David Gogue, and Mitch Fade. Each has specific responsibilities divided across the core components of the app. The objective of this project is to build a functional and user-friendly mobile application that features a home screen, game result listings, detailed game views, user-interactive favorites and wishlist functionality, and robust CRUD (Create, Read, Update, Delete) features.

This report outlines the division of responsibilities, tracks progress across multiple meetings, and reflects on the current state of the application development. It also identifies the immediate next steps for the team and addresses areas requiring further attention.

**Project Overview and Task Distribution**

At the initial project planning meeting on **May 2, 2025**, the team outlined the high-level goals and defined individual roles:

* Nikolaj Wochnik was assigned to develop the Home Screen, Results Page, and Game Details Screen, including layout, design, and necessary tools/features.
* David Gogue took ownership of the Favorites Screen and Wishlist Screen, focusing on UI/UX layout and backend functionality integration.
* Mitch Fade was designated to implement all aspects of CRUD functionality, including the design of interactive features and backend support.

The project was structured to move from wireframes and mockups into full interface development, followed by backend integration and refinement.

**Progress Timeline**

**Week of May 2, 2025**

Meeting Highlights:

* Reviewed and confirmed app requirements.
* Established overall layout and key features.
* Finalized division of labor among team members.

Outcomes:

* Each member began initial conceptual designs.
* Team established short-term goals for initial wireframes.

**Week of May 9, 2025**

Meeting Highlights:

* All team members presented completed wireframes and design concepts.

Progress:

* Nikolaj: Completed initial wireframes for the Home Screen, Results Page, and Game Details Screen.
* David: Designed wireframes for the Favorites and Wishlist Screens.
* Mitch: Completed conceptual design for CRUD operations, outlining function architecture.

Next Tasks:

* Begin implementation of rough UI components.
* Begin basic integration of static data or mock data where applicable.

**Week of May 16, 2025**

Meeting Highlights:

* Reviewed partial implementations and identified UI/UX consistency issues to address.

Progress:

* Nikolaj: Started coding the Home Screen and Results Page; integrated initial static UI elements.
* David: Finalized layout adjustments for wireframes and began rough UI setup.
* Mitch: Developed initial versions of CRUD components and set up interaction models.

Next Tasks:

* Continue UI development and layout refinement.
* Begin internal testing for UI components and CRUD responsiveness.

**Week of May 23, 2025**

Meeting Highlights:

* Assessed completed functionality and identified need for refactoring and optimization.

Progress:

* Nikolaj: Achieved functional Home Screen and Results Page; refactoring underway; started development on the Game Details Screen.
* David: Completed rough UI for Favorites and Wishlist; began integrating interactive features.
* Mitch: Deployed a functional CRUD system; initiated refactoring and documentation work.

Next Tasks:

* Nikolaj: Finalize Game Details screen; improve code structure.
* David: Complete functional integration of Favorites and Wishlist UIs.
* Mitch: Complete refactoring and begin technical write-up.

**Current Project Status**

As of this report:

* UI Implementation: Approximately 75% complete. All screens have a basic structure in place. Interactivity is partially integrated.
* CRUD Functionality: Core functions (create, read, update, delete) are working as planned. Further optimization is in progress.
* Wireframes and Designs: All initial designs are finalized and have guided UI development effectively.
* Team Collaboration: Communication and task distribution have remained consistent and effective. Weekly meetings have facilitated clear tracking of progress and planning.

**Challenges and Resolutions**

UI Consistency

* Issue: Minor inconsistency in design elements across different screens.
* Resolution: Group discussion to revise component styling for uniformity.

Backend-UI Syncing

* Issue: Initial lag in CRUD system integration with UI components.
* Resolution: Improved modularization and refactoring helped streamline integration.

Time Management

* Issue: Minor delays in UI refinement due to overlapping coursework.
* Resolution: Team adjusted weekly targets to stay on track.

**Next Steps and Timeline**

**Week of May 30, 2025**

* Complete Game Details screen and polish all UI components.
* Finalize full CRUD integration and test all interactions.

**Week of June 6, 2025**

* Conduct full application testing (unit, UI, and integration).
* Identify and resolve bugs or usability issues.
* Prepare final presentation and project documentation.

**Week of May 30, 2025**

* Continue conducting full application testing (unit, UI, and integration).
* Identify and resolve bugs or usability issues.
* Refactor Code
* Prepare final presentation and project documentation.

**Conclusion**

The mobile app project is currently on track for timely completion. Each team member has maintained steady progress in line with the original task distribution. Major components of the application are functional, and the team is transitioning from development to optimization and testing. With focused effort in the coming weeks, the project is expected to meet its functional goals and quality standards successfully.