Log book

Date: 10/20/2016

Attendence: All

Progress: Brain storming. Decided to use the idea of an efficient clock in phone

Date: 10/25/2016

Attendence: All

Progress: Figured out how to achieve the function, decided use Unity to write the code

Date: 11/1/2016

Attendence: All

Progress: Designed the game of the clock

Date: 11/10/2016

Attendence: All

Progress: Discussed the design and how to achieve it, started writing the code

Date: 11/15/2016

Attendence: All

Progress: Finished the drift of design, started writing the report

Date: 11/17/2016

Attendence: All

Progress: Finished the core code

Date: 11/29/2016

Attendence: All

Progress: Added more function to the code

Date: 12/1/2016

Attendence: All

Progress: Finished most of the report, started drawing user interface

Date: 12/2/2016

Attendence: All

Progress: Finished user interface, optimized user experience