**Project Timeline**

* First Meeting: Sunday, November 17
  + Planning out app: We started off this meeting by discussing several different ideas for this project. Our main focus was to create a game using object oriented programming in order to use the skills gained by developing PA3 and PA4. We chose to make our game bring back the fun of Tamagotchi. This game has a digital pet that the user can take care of and watch grow. Our project brings the Tamagotchi game into the modern world of apps.
  + Classes and Functions: We decided to create Pet and User classes. These will be the main classes in the gameplay. We planned to create functions that allows the pet to eat and sleep, and functions that allow the user to shop and get new pets.
  + Programming Environment: We knew from the start that we wanted to make an iOS app, so we all downloaded XCode and began to familiarize ourselves with the Swift programming language.
* Second Meeting: Monday, December 2
  + Started Developing Classes: We began to develop the Pet and User classes, including how we are going to develop the member functions
  + Planning Out the UI: We used the iPhone emulator in XCode to start planning out the UI for our app. We considered different gameplay features, keeping in mind the user experience while playing the game.
* Individually: Week of December 2
  + Testing the Pet and User classes: After creating the Pet and User classes, we created checkpoints like those in PA3 and PA4 in order to make sure that the constructors and member functions work properly.
  + Coding the View Controllers using Xcode (Swift)
* Meeting with Mentor: Wednesday, December 4
  + Help with UI and Time Features: We spoke with Burak about out app and how to correctly implement the features that we envision for our app.
* Meeting: Monday, December 9
  + Checking our Progress: We had a meeting on Monday to discuss where we were with our app, and where we needed to go from there. Focused in on the UI and on the shopping features.
* Week of December 9
  + Testing: We plan to add the finishing features to our app and polishing up the user interface. Also we will make sure that everything is working properly before the end of this week.