Project Timeline

Thursday October 29th: Agreement to work together as a group

Monday November 2nd: Project Assigned

Sunday November 15th: Bay State Dining Hall Meeting

Tasks Accomplished:

- We discussed the strengths and weaknesses of each member and assigned group roles accordingly

- We brainstormed multiple ideas, the top three were: stack overflow game, bubble bursting game, running and hopping fences game

- After going over the feasibility of each, personal preference and concept behind the game we mutually decided to go with stack overflow

-Worked on getting android studio and the tip calculator to work on everyone’s laptop

Friday November 20th: Meeting with Julian

- Met with Julian to check that android studios was working on our computers

- Aly and Jenna’s worked fine, Kaitlin was still having issues with the simulator loading, Grace’s computer was just not cooperating

-Talked about what we needed to start doing before the next time we met after break

Tuesday December 1st:

- Meeting to start programming the app

-general gui for main page, settings, and info pages done

-research on the physics of the game, the objects of the game and how the overall game would function researched

Saturday December 5th:

- Meeting to continue working on the app

- Still trying to figure out the basis of how to make the game work

- hand drawn designs of what we want the app to look like in the end are done

- documentation started

Tuesday December 8th:

- more work on coding is done, progress is made

-as much documentation that can be done at this point is complete

Thursday December 10th:

- video recorded

- video presentation put together

-still working on coding of the app

Friday December 11th:

- finishing touches on the app made

- finalization of video, project documentation and powerpoint completed

- code pushed to repository, link posted on blackboard