November 27th

* We decided to figure out what we wanted to for the project, and each of us came up with an idea. We went with Arsalan’s idea for an online community store for campuses since we all felt that Facebook was too disorganized and Craigslist was not reliable or safe.

December 4th

* Fixed routing problems and CSS problems
* We had routing problems related to the navbar that did not actually route, but went to links.

December 7th

* Implemented Material UI for better aesthetics in the sign in and sign up
* Also worked on the logic for the sign-up page so that the form feedback errors do not show up before the user types anything
* Finished implementing a loading circle to indicate that the item/component had not finished loading
* Worked on making sure that the items bought by a seller would go to the buyer’s inventory for future implementation
  + I had trouble with this as I was not referencing the right branches
  + I also had trouble since I thought I could reference an item in the database and directly push that into another branch
  + I had to assign a variable to the item and then push it to the right branch

December 8, 2017

* I worked on making the listings look better by implementing material UI and making sure that the buy button would work on the explore page and the buy pages

December 10, 2017