We have met about 1/4 of the requirements for Orbital and should be ramping up our development of Word Blitz in June.  We have used the first 2 weeks after the start of the workshop to understand the usage of python, GAE and CSS. We have determined the objective and the general outline of our project which will be a web based game namely Word Blitz. We will be developing the game further during the whole month of June.

Total hours for Nicholas (from spreadsheet below): 42

* Nicholas's Piazza usage (days online, posts viewed, contributions): 6 days, 10 posts viewed

Total hours for Jeremy (from spreadsheet): 42

* Jeremy’s Piazza usage (days online, posts viewed, contributions): 6 days, 8 posts viewed

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| --- | --- | --- | --- | --- | --- |
| **S/N** | **What** | **Date** | **Nicholas**  **(Duration)** | **Jeremy (Duration)** | **Remarks** |
| 1 | Liftoff Day 1 | 12/5/2014 | 8 | 8 |  |
| 2 | Installing Git/ Python / GAE | 12/5/2014 | 2 | 2 |  |
| 3 | Preparation of presentation slides | 12/5/2014 | 2 | 2 | Slides created by Jeremy and edited by Nicholas |
| 4 | Liftoff Day 2 | 14/5/2014 | 8 | 8 |  |
| 5 | Learning Python | 15/5/2014 | 4 | 4 | Codecademy exercises |
| 6 | Learning GAE | 17/5/2014 | 4 | 4 | Online learning and viewing of the video posted of the lesson |
| 7 | Learning CSS | 19/5/2014 | 4 | 4 | Recapping the lessons learnt and tried to do up a simple webpage with no content related to our project |
| 8 | Idea development and online research | 23/5/2014 | 4 | 4 | Discussed features to be added into our project and how would we establish our objective |
| 9 | Creating Detailed presentation slides on our idea | 25/5/2014 | 3 | 3 | Discussed together through skype |
| 10 | Documentation for Evaluation | 28/5/2014 | 3 | 3 | README and log creation. Nicholas is in charge of the README file while Jeremy is in charge of the log file |
|  | **Total Hours** |  | **42** | **42** |  |