**Process book**

**Week 1**

Monday

Today I had to come up with an idea for my app. The only thing I’d really thought of before today was a survey app, but today I decided that that idea just doesn’t cut it for this project. I did find a great API on Pokémon yesterday, so I decided that I could base my new idea on that. What I came up with was a combination of a wikia and a forum with a Pokémon theme.

Tuesday

Today I worked out most of my design document, because I have to leave a bit early tomorrow. I also reconsidered the survey idea, but it doesn’t use enough resources and it’s hard to justify why my app is useful when there are others out there, so it won’t work.

Wednesday

I finished the design document. I mainly had to work out the extra game feature and I had to redo the sketches. I got a tip for a better way to work out the game feature and it was actually a good idea. So now instead of saving the Pokémon in a database, they will just be saved in a .txt file in JSON format.

Thursday

Today was the first standup meeting. I actually got some useful tips, like creating a menu with tabs instead of navigating with buttons. I tried to implement something like this, but there were some bugs in it and I had to make my prototype for tomorrow, so I gave up for now and I will return to it tomorrow or next week. Instead I made a prototype with button navigation instead. There were some bugs in that as well and some things that needed updating and that’s why it took me a long time to finish. After that I tried writing some code to retrieve info from my API, but it did not work. The getRespondCode() functions crashes the app, but it’s 23:30 right now so I’ll ask for assistance tomorrow.

Friday

I forgot to push my project to Github so I had to do it this morning. But I was struggling with Git for a bit and ended up deleting my repository and uploading it again. Looking back it wasn’t necessary, but it was the best thing I knew to do. It still shows which files I changed in what commit though, so that’s good. It also turns out that my AsyncTask wasn’t working because the line for internet access wasn’t in my manifest. Now it works fine and I can retrieve info from the API.