In the past month, I have collaborated with my mentor via two in person meetings. We worked together to set up the Xcode development environment on my Mac, in order to begin testing the application on iPhones and iPads. Also, we collaborated to fix and further stylize the user interface specifically for iPhones and iPads. Doing this included the following tasks: adjusting the size of the option bars, removing and adding key pieces of text, and developing a logo that would render flawlessly on the high definition iPhone and iPad screens.

In the previous month, I learned about Google Web Fonts, which are sets of universal fonts that are easily implemented into a web based application. In addition, I learned how to use an iOS simulator efficiently and easily to test my application. Lastly, I learned even more about CSS.

This photograph shows the new logo and the new user interface for the iPhone and iPad, and it shows the progress of the testing and improvements to the user interface of my application when viewed on mobile devices.

By next month, the app will be fully mobile ready and the source code will be made publically available at a URL to be determined based on availability.

To meet my goals by next month, I will continue to learn about PhoneGap to port my app to mobile devices. In addition, I will begin the process of implementing PhoneGap into my application.