Patrick Sam - Proximity

Log 1

The first meeting with me group began with us deciding what we would like our project to be, as well as what skills we would learn from said project. We decided on designing a social media app that would help students during fresher’s week to add new friends that they meet in person on other social media apps. Our idea was profiles were only shown in very close proximity (hence the name Proximity) to the user which would encourage people to go out and make friends. We designed a mock-up of what we would like the app to look like (image included in the repository) and this was done to help our design choices and improve coherency throughout.

**What next**

As this was the first session not much was learnt however the next steps will be to investigate and start development of the Proximity app.

Log 2

The next meeting the group had allowed us to settle on what we would use to create our app. We decided that Flutter, an open-source software development kit, would be best for us. I started by installing flutter via the documentation: <https://docs.flutter.dev/get-started/install/macos/mobile-android> as well as following tutorials in order to create my first app. The app was a simple random word generator (image included in the repository) however used a lot of new items I’d never seen before.

**Skills learnt / improved upon**

I’ve learnt the basics of flutter such as that it uses widgets to organise the app – the app itself is also classed as a widget. Along with this I’ve also learnt the fundamentals of the dart programming language which I find quite different to python although similar in syntax to c#.

**What next**

More flutter needs to be learnt and more development towards the actual app needs to me made.

Log 3

In the next group meeting, we assigned different roles for the design of the app. I was made in charge of the branding and logo as well as the main page of the app which featured the map of the user’s location as well as other profiles close to the user. I started by looking into ways that the location could be accessed via flutter, and I came across the geolocator flutter project. After a few hours of learning, I managed to produce a simple functional app that told the user their longitude and latitude (image included in the repository) – this can be used on a real map to pinpoint their location.

**Skills learnt / improved upon**

During this, I learnt more about dart such as the future functions. These allow for the waiting for an event to happen much like API calls in JavaScript. Linking dart to other programming languages I already know has also helped immensely in understanding the syntax and how everything works. I also learnt some basic knowledge of the geolocator package.

**What next**

I need to design the logo for Proximity as well as try and make the location pinpoint on a map.

Log 4

I managed to create a simple logo using web editor tools for the branding of proximity. I tried to make it as stylistic as possible without making it too over-complicated. I went through many variations of the logo (image included in the repository) before conferring with the team in which we unanimously decided on the following:

A purple and white logo

AI-generated content may be incorrect.

**Skills learnt / improved upon**

I improved my graphic designing skills in designing the logo to fit the specific needs of Proximity

**What next**

Next I will focus on making the location show on a map.