

**What I planned to do:**

- I want to think of what I want my UI in the app once I log in to look like
- I want to figure out an algorithm for choosing users and volunteers
- At the least, have some UI pages ready to code later

**How it went:**

- Different – to say the least.
- Instead of focusing on UI, I decided to implement the Google Maps API.
- I was able to watch some tutorials and include Google Maps
- I also started on including current location of the user.

**What I learned:**

- Android Studio is like a buggy app (ugh!)
- DO NOT CLOSE ANDROID STUDIO
- Google can be unhelpful
- Stack Exchange is my best friend

**What issues I ran into:**

- I had a very frustrating experience with Android Studio – at first my gradle would not ‘migrate’ which is weird because that only happens when you import an Eclipse project into IntelliJ aka Android Studio
- Then for some reason once I fixed that my gradle sync would fail – this was because google maps implementation and firebase when together, must use most up to date versions. They updated some versions recently.
- Sorrows do not end – after that I had issues with “R.id” or “R.layout” simply the R.java class which is supposed to be in the package already and it was – but still it was giving me a “Cannot Resolve Symbol R”. Upon 2 hours of research, this was Android Studio problem and simply updating it worked out.

**What I did not do:**

- I want to figure out an algorithm for choosing users and volunteers
- At the least, have some UI pages ready to code later

**What I plan to do over the next 2-4 weeks:**

- I want to figure out an algorithm for choosing users and volunteers
- At the least, have some UI pages ready to code later
- Finish current location