# Project timeline

## Task 1 – Squash app

### Week 1 (week 1 of semester - 17 July – 21 July):

* Joined community software project group
* Started an app for Otago squash to digitise the submission of scores at the end of interclub nights
* Made the layout for the input of the team details (name, squash code, grade, team name)
* Made objects that store the player’s information and the matches
* Drop down lists of players in each team to get the matches
* Data passed between activities
* Created a home screen with buttons to navigate
* Had a check so the user can’t assign the matches if there isn’t any players

### Week 2 (week 2 of semester – 24 July – 28 July)